USER MANUAL
XEDIO MANAGER

Version 4.2 - June 2012

Xedio

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What's New?

The following table describes the sections updated to reflect the new and modified features on Xedio Manager from Xedio Suite 4.02 (compared to Xedio Suite 4.01).

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
7.2.2	A GUID parameter can be used at metadata profile creation to link the profile to the same one from IPDirector. So, if the media/edit is exported with its custom metadata to IPDirector, the metadata profile will be recognized by IPDirector.
9.2	Updated list of Parameter Profiles.
9.3	Updated list of Keyboard Profiles.

1. Introduction

An installation of Xedio Suite can include a single workstation providing a single fast and easy editing facility or a range of workstations running the various applications included in the suite to provide a complete newsroom or sports centre video production solution.

Each installation of a Xedio Suite requires its own specific configuration and set of parameters. All the workstations, the users, their associated projects, and the whole media pool are available to the system. Each of these is referenced within the Xedio database.

Xedio Manager is the application within the suite that manages the configuration of the installation and defines the parameters used by the system.

Xedio Manager is designed for system administrators to easily use and set the system up from the very beginning of the installation to the daily asset and content management.

Xedio Manager can be installed on all computers connected to the Xedio network. The only requirement is an ODBC connection to the database; otherwise there are no specific computer or network requirements necessary to enable use.

2. User Interface

2.1 OPENING XEDIO MANAGER

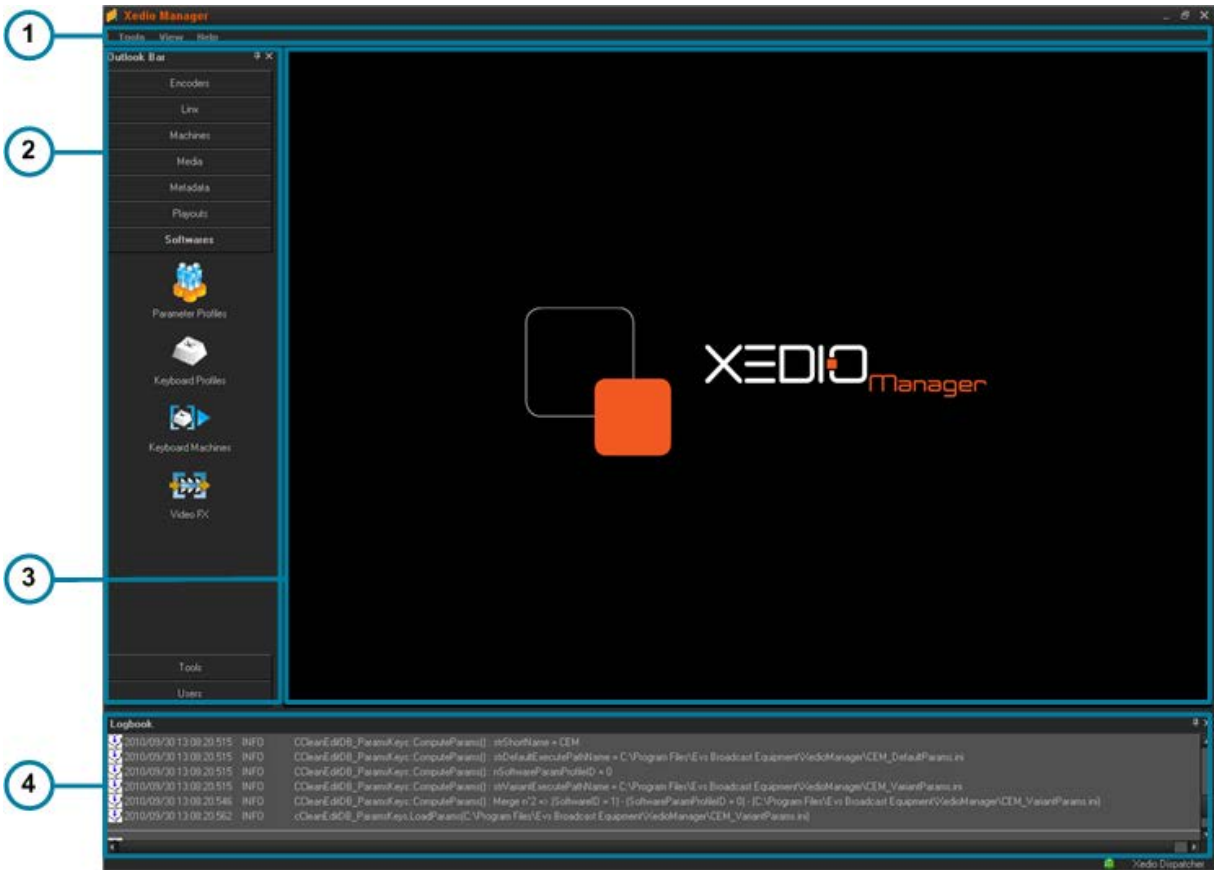
To start the Xedio Manager application, click on the **Xedio Manager** icon on the desktop.

2.2 OVERVIEW OF THE XEDIO MANAGER WINDOW

The Xedio Manager user interface consists of several areas highlighted on the following screenshot and shortly described in the table below.

Note

The color of some user interface elements may vary with the Xedio skin installed.



Area		Description
1.	Menu bar	The menu bar gives access to general commands and to configuration parameters. See the section 2.3 ‘Menu bar’ on page 4.
2.	Outlook bar	The Outlook bar presents nine tabs corresponding to the areas managed by Xedio Manager. See section 2.4 ‘The Outlook Bar’ on page 6.
3.	Work area	The Work area is only active when an item is selected in one category from the Outlook area. Thus, the window displayed in the Work area depends on the selected item. Parameters are set from this area. See sections 3 to 11.
4.	Logbook area	The Logbook area lists the operations that the user performs in the database and their status. If a problem occurs, an error message is added in the list. At the same time, the application saves all this information in a log file.

2.3 MENU BAR

TOOLS MENU

The Tools menu gives access to the Media File Cleaner tool. This tool shows the list of all the media files present on the Xedio media servers but not referenced in the database (orphan files). From the Media File Cleaner window, it is possible to delete these orphan files. Refer to section 12 ‘Media File Cleaner’ on page 134 for more information.

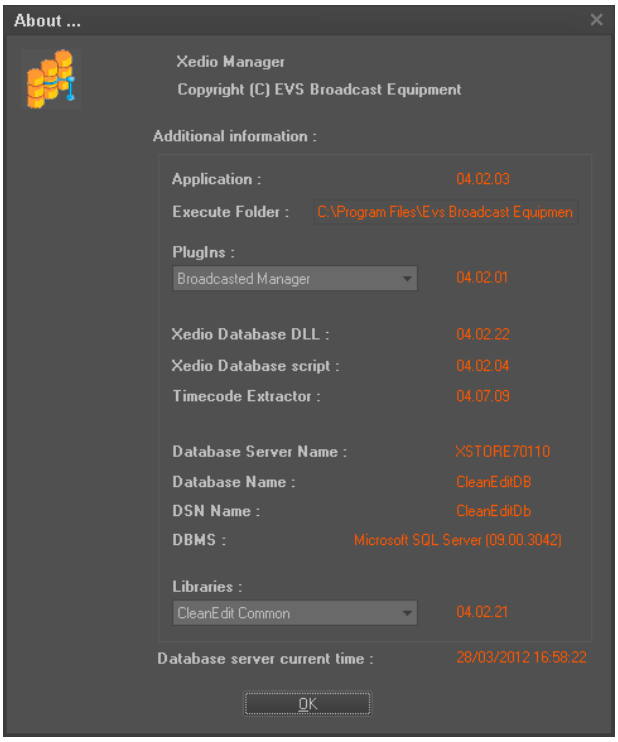
VIEW MENU

The View menu provides the following options:

Menu Item	Description
Outlook Bar	Displays or hides the Outlook bar.
Logbook Bar	Displays or hides the Logbook bar.
Full Screen	Hides the Menu bar.

HELP MENU

The Help menu provides the **About...** option which gives information about the system, such as version number of the different components.

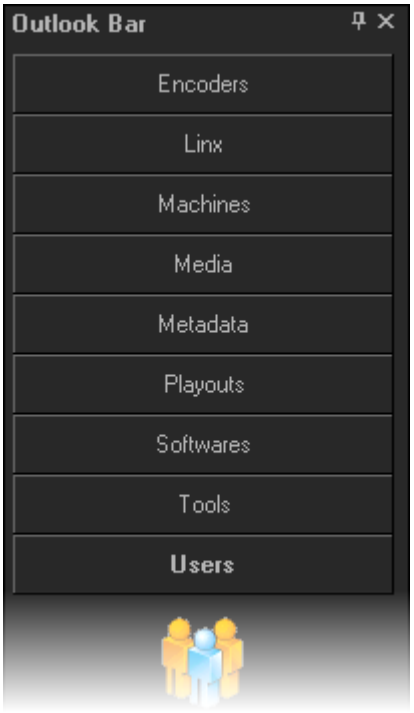


The window gives the following information:

Information Item	Meaning
Application	Version number of Xedio Manager.
Execute Folder	Folder Path where Xedio Manager is installed.
PlugIns	List of the installed plug-in. When the user selects a plug in name from the list, the corresponding version is displayed next to the field.
Xedio Database DLL	Version number of the DLL allowing the access to the Xedio database.
Xedio Database Script	Version number of the database. It must be compatible with the CleanEdit Database DLL version number.
Timecode Extractor	Version number of the application which checks the media and the timecode inside the media.
Database Server Name	Name of the server where the database resides.
Database Name	Name of the database in SQL server.
DSN Name	Data Source Name, label of the currently used ODBC link.
DBMS	Database Management System type and version.
Libraries	List of the existing DLL libraries. When the user selects a library name from the list, the corresponding version is displayed next to the field.
Database Server Current Time	Date and time from the Database server.

2.4 THE OUTLOOK BAR

The Outlook bar presents nine tabs. They correspond to the areas managed by Xedio Manager.



When Xedio Manager is started for the first time, only the Media and Users tabs are shown. You need to create a media server before being able to see all the tabs. See section 6.2 ‘Media Servers’ on page 36.

The following table briefly describes the various categories:

Subject	Purpose
Encoders	Manages (create, delete and modify) encoders and sets up their parameters.
LinX	Manages interactions with EVS video servers.
Machines	Manages interactions with external devices such as VTR, archive servers, XFile and EVS servers.
Medias	Manages all media and associated storage structure as referenced in the database.
Metadata	Manages the creation of metadata profiles which could be associated to media.
Playouts	Manages the playout servers used by the Xedio Suite.
Softwares	Sets up all software parameters and allows the creation of parameter profiles.
Tools	Manages database content and users jobs.

Subject	Purpose
Users	Manages users and access rights.

Each category provides access to a series of items. Once a category tab is selected, its specific items are shown as icons. Select any of these icons to display its relevant interface in the Work area.

Refer to the different chapters of the present manual for complete information on each category managed by Xedio Manager.

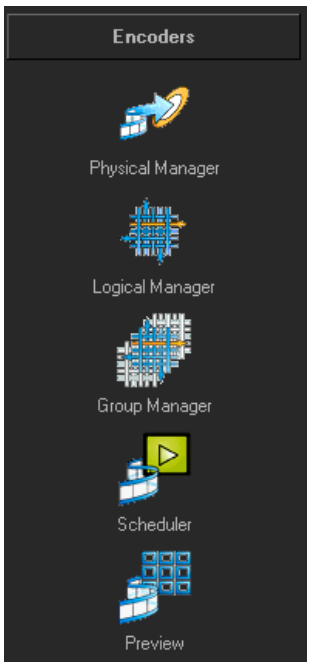
3. Encoders

3.1 INTRODUCTION

Encoders are physical devices which allow the digitization of incoming audio/video feeds into multiple file formats. Most of the models are configured to encode lo-res or hi-res feed. They can be logically grouped to associate physical encoders handling the same feed, either in hi-res or in lo-res. So, editing operations can be quickly performed on lo-res media and then reflected to the corresponding hi-res media for further news production and playout.

The XEDIO I/O encoder model is able to encode both lo-res and hi-res at the same time.

Five items are available in the Encoders category. They are detailed in the table below.



Item	Description
Physical Manager	Defines hardware setup and encoding parameters for each physical encoder.
Logical Manager	Defines the logical encoders, i.e. the combination of physical encoders to form a single logical encoder. For example, a hi-res encoder and a lo-res encoder receiving the same feed can be controlled as one single logical encoder.
Group Manager	Allows to create groups of logical encoders that make logical channels visible from specific workstations.

Item	Description
Scheduler	Displays blocks corresponding to the scheduled ingest already planned for encoding.
Preview	Displays the current video input when the encoder is recording media.

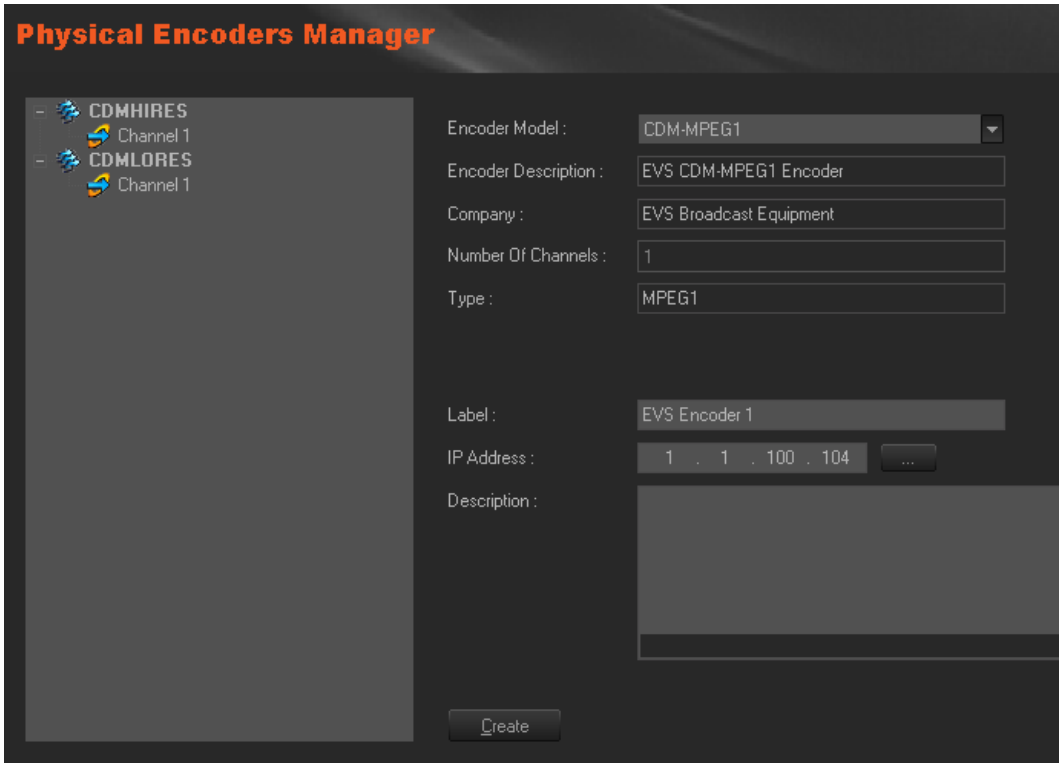
3.2 PHYSICAL MANAGER

3.2.1 INTRODUCTION

You must define and configure a physical encoder before you can use it.

When you click the **Physical Manager** button, the Physical Encoders Manager window is displayed in the Work area, allowing you to define or update encoding hardware connected to the network (**Encoder type**, **IP address**) and the encoding parameters.

Contextual menus are available for additional operations.



3.2.2 CREATING PHYSICAL ENCODER

To create and configure a physical encoder, complete the following fields and then click on the Create button.

The encoder name is added to the list on the left side of the window and 'Channel 1' appears underneath. As the XEDIO I/O model is a multichannel encoder, up to 2 channel numbers are displayed under the encoder name.

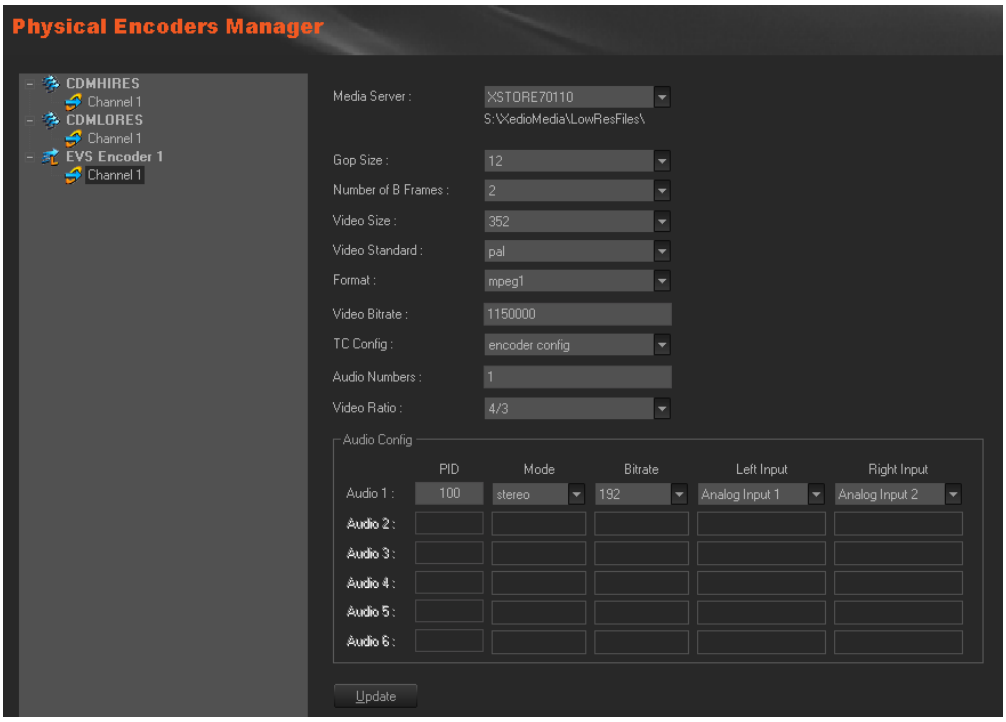
Field	Description
Encoder Model	Select an encoder model among CDM[1] (also called CDM-MPEG), CDM[2], XEDIO I/O (also called CDM[3] PCX3)
Encoder Description	Automatically filled at encoder model selection.
Company	Automatically filled at encoder model selection.
Number of Channels	Automatically filled at encoder model selection.
Type	Automatically filled at encoder model selection.
Label	Name you give to the physical encoder, as it will appear in the list. Preferably choose a name relevant to the job of the encoder or to its position in the Xedio architecture.
IP Address	IP address of the physical encoder.
Description	Optional text to describe the encoder. This will appear in a ToolTip when placing the pointer over the corresponding encoder name in the list on the left.

3.2.3 SETTING UP THE ENCODING PARAMETERS

Select a channel (’Channel 1’, or ‘Channel 2’ with CDM[3] PCX3) to set the encoding parameters.

The encoding parameters fields displayed on the right depend on the encoder model.

CDM-MPEG ENCODING PARAMETERS



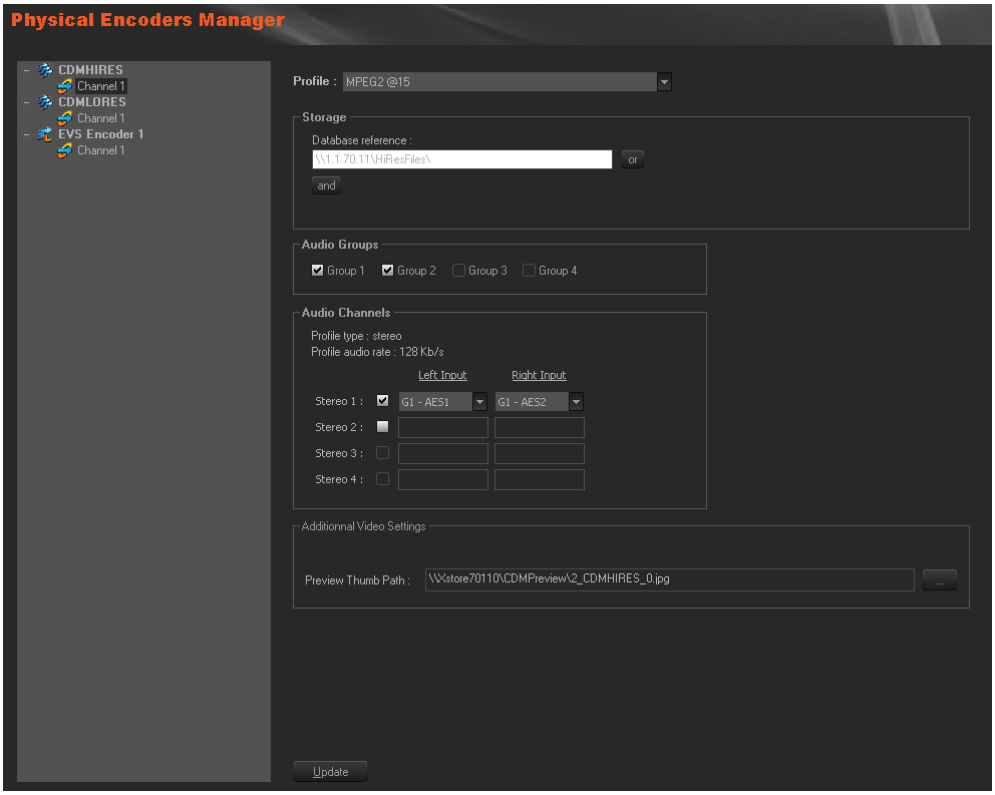
The available parameters for CDM[1], also called CDM-MPEG, are the following:

Setting	Description
Media Server	Media storage server where the encoded media files will be stored.
Gop Size	Number of frames between two I pictures (normal setting is 12). Defines the MPEG file structure to use.
Number of B Frames	Number of B frames between two P frames (typically 2). Defines the Gop structure to use.
Video Size	Width of the picture. Select a value in the list (typically 352 for the lo-res and 720 for the hi-res, for a CDM-MPEG2).
Video Standard	Choose PAL or NTSC standard.
Format	MPEG1

Setting	Description
Video Bitrate	Video encoding bitrate, entered as a bit/sec number. For example, 8Mb/s is entered as 8000000.
TC Config	Defines the timecode inserted in the encoded file: • **vitc**: the timecode is based on the video source signal. Select **vitc** for all encoders in a lo-res + hi-res configuration. • **local time**: the timecode is taken from the CDM encoder local time. • **encoder config**: the timecode is managed by the encoder itself (from the CDM Manager application).
Audio Numbers	Number of audio channels to encode and multiplex. This is related to the audio configuration table that defines the audio parameters for the encoded file.
Video Ratio	Selection between 16/9 and 4/3 formats for encoding.

When you have done the required modifications, click on the **Update** button to send the new parameters values to the encoder hardware.

CDM[2] AND CDM[3] ENCODING PARAMETERS



The available parameters for CDM[2] and CDM[3] are the following:

Setting	Description
Profile	Encoding profile used by the encoder. The profiles come from a list of xml files stored on the storage server (in the Profiles/CDM2 folder). These files define the codecs/formats and their parameters.
Storage	The storage server that stores the encoded media files.
Audio Groups	This parameter is only available for CDM[2]. Only two groups of embedded audio can be selected simultaneously.
Audio Channels	The audio sources can be chosen using the drop down lists in the selected groups.
Preview Thumb Path	Path of the thumbnail, automatically generated by the encoder, during video digitization. This thumbnail is used in Xedio Ingest Organizer scheduler and Xedio Manager to preview the source being encoded.

3.2.4 MODIFYING THE PHYSICAL ENCODER PROPERTIES

To modify the properties of a physical encoder, select it in the list, enter new values in the relevant fields, and click the Update button.

3.2.5 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

A contextual menu is available when you select an encoder name in the list and then right-click. The following options can be selected:

Menu Item	Description
Duplicate	Creates a new physical encoder with the same properties and same encoding parameters. The term ‘duplicated’ is added next to the new encoder name.
Delete	Deletes the encoder configuration and removes it from the list.

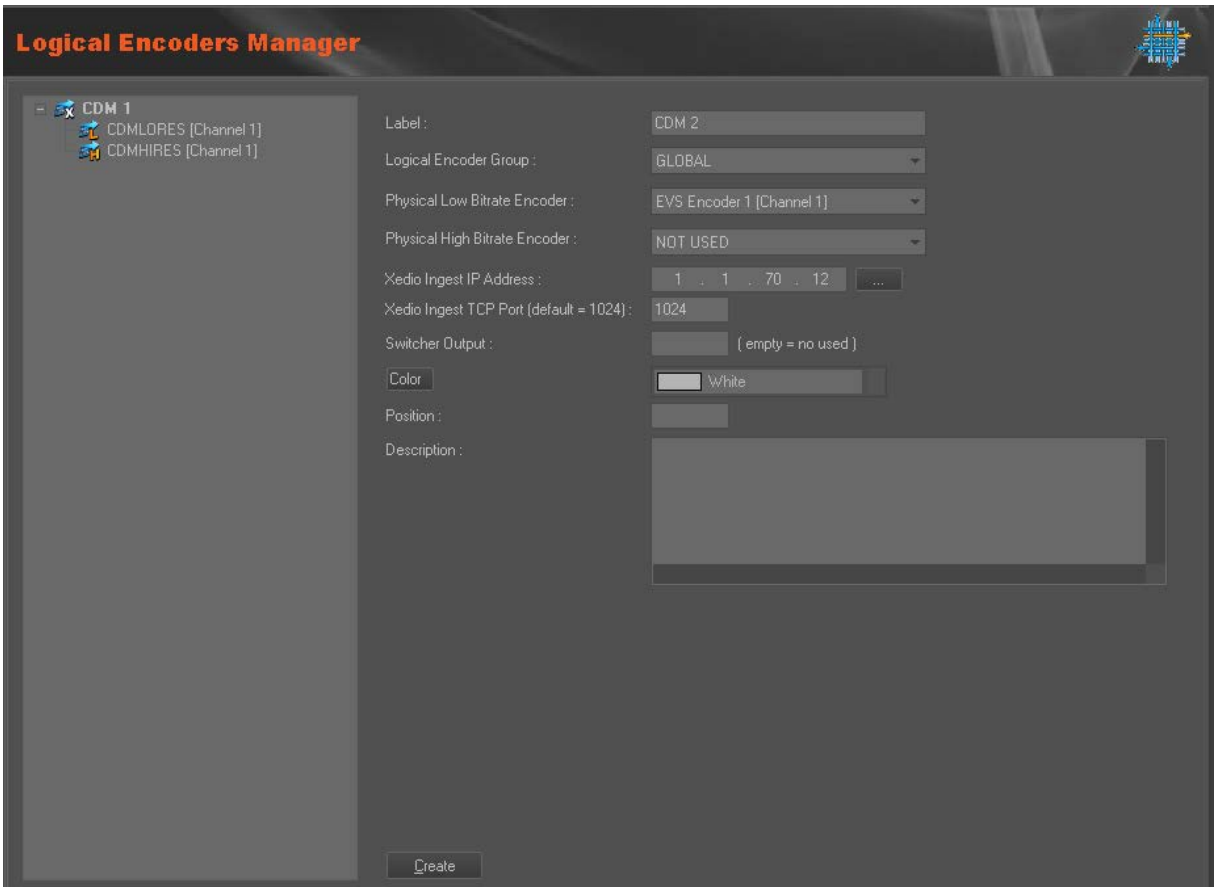
A contextual menu is available when you select a channel in the list and then right-click:

Menu Item	Description
Set Label / Description	Opens a dialog box allowing to update the ‘Channel 1’ or ‘Channel 2’ name or to enter a description.

3.3 LOGICAL MANAGER

3.3.1 INTRODUCTION

When you click the **Logical Manager** button, the Logical Encoders Manager window is displayed in the Work area, allowing you to logically group physical encoders as being part of the same channel. Possible configurations use two encoders in hi-res and lo-res or one encoder in hi-res only. With a XEDIO I/O encoder model, lo-res and hi-res are recorded by the same encoder.



3.3.2 CREATING LOGICAL ENCODER

To create and configure a logical encoder, complete the following fields and then click on the **Create** button.

The logical encoder name is added to the list on the left side of the window and the name of its corresponding physical encoders appears underneath.

Field	Description
Label	Give a name to the logical encoder.
Logical Encoder	Select the group you want to link to the logical encoders. This will determine the Ingest Organizer workstation which

Field	Description
Group	will see the encoders and this is used to restrict the access to some encoders by the Ingest Organizer. The GLOBAL group makes the encoders visible to all the Ingest Organizer workstations.
Physical Low Bitrate Encoder	Select the low bitrate (if applicable) physical encoder to be part of the logical encoder. With a XEDIO I/O encoder model, selecting one of the physical encoder channels automatically allocates the other channel of the physical encoder to the corresponding low bitrate or high bitrate field.
Physical High Bitrate Encoder	Select the high bitrate physical encoder to be part of the logical encoder.
Xedio Ingest IP address	IP address of the server hosting the Xedio Ingest Organizer module controlling the encoder.
Xedio Ingest TCP Port	Port of the server hosting the Xedio Ingest Organizer module.
Switcher Output	Output of the switcher to which the encoder is connected.
Color	Background color of the encoder channel in the Xedio Scheduler. The color palette is available by clicking the Color button and then selecting a color from the drop-down list.
Position	Position of the encoder channel in the Xedio Scheduler.
Description	Optional text to describe the logical encoder. This will appear in a ToolTip when placing the pointer over the corresponding logical encoder name in the list on the left.

3.3.3 MODIFYING THE LOGICAL ENCODER PROPERTIES

To modify the properties of a logical encoder, select it in the list, enter new values in the relevant fields, and click the Update button.

3.3.4 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

DELETING A LOGICAL ENCODER

A contextual menu is available when you select a logical encoder name in the list and then right-click:

Menu Item	Description
Delete Logical Encoder	Deletes the logical encoder configuration and removes it from the list.

EXPORTING AND IMPORTING ENCODER PROPERTIES

A contextual menu is available when no encoder is selected and you right-click in the encoder list area.

Menu Item	Description
Export Encoders	Exports the list and configuration of encoders in a readable file (.enc format). In the Save As window, select the folder to export the file to.
Import Encoders	Imports the list and configuration of encoders in a readable file. In the Open window, select the file that contains the encoders list to import.

3.4 GROUP MANAGER

3.4.1 INTRODUCTION

When you click the **Group** Manager button, the Logical Encoder Group Manager window is displayed in the Work area, allowing you to group together multiple logical encoders.

A group of encoders will then be visible only to a predefined Xedio Ingest Organizer workstation. Indeed, at first run of Xedio Ingest Organizer, the group membership is set.

3.4.2 CREATING A GROUP OF LOGICAL CHANNELS

To create a group of logical encoders, complete the following fields and then click on the **Create** button.

The group name is added to the list on the left side of the window.

Field	Description
Label	Give a name to the group of logical encoder.
Description	Optional text to describe the group of logical encoders.

Field	Description
Logical Encoders	Select the logical encoders to group together.

Note 1

A group of logical channels restricts the amount of available channels for specific Xedio Ingest Organizer workstations. There is one default group, called GLOBAL, that allows a Xedio Ingest Organizer workstation to "see" all channels when it is selected.

Note 2

To finalize encoders configuration, it is necessary to store the CDM encoders mapped drive in the database (see section 6.2.4 'Setting the CDM Encoder Mapped Drive' on page 39)

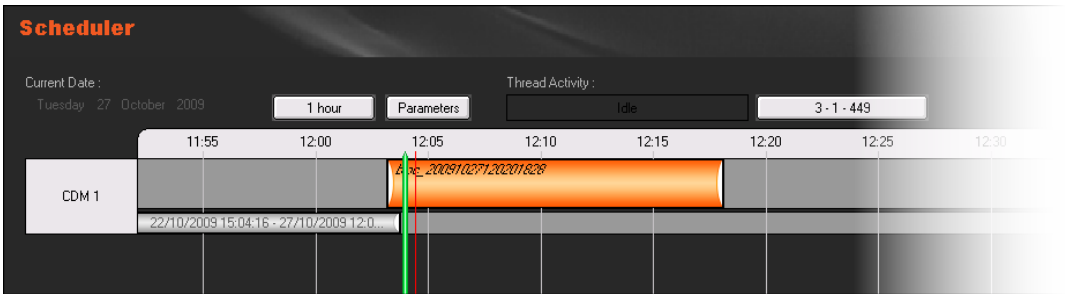
3.4.3 DELETING A GROUP OF ENCODERS

To be able to delete a group of encoders, you first need to clear the logical encoders boxes and click the Update button.

Then, right-clicking the group name will show you a contextual menu with the Delete option.

3.5 SCHEDULER

When you click the Scheduler button, the Scheduler window displays blocks corresponding to the scheduled ingests already planned for encoding by all the logical encoders.



As this function is the same as the one available in Xedio Ingest Organizer, please refer to the user manual of this application for more details.

3.6 PREVIEW

When you click the **Preview** button, the Preview window displays simultaneously the video currently under processing and encoding at all encoders inputs.

The only available parameter is the **Refresh Rate** defined in seconds.

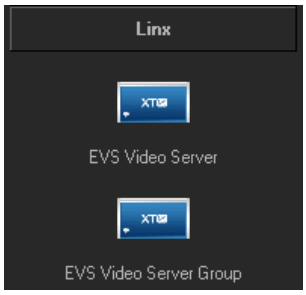
4. LinX and Direct Access

4.1 INTRODUCTION

Xedio “Add-On” for EVS Video Server is based on LinX protocol and XT Gateway. The LinX Application Programming Interface is an integrated API used to access the EVS family video servers through Ethernet/IP connection.

Xedio can access EVS video server disks (e.g. XT[2], XS) and use the media stored on EVS server thanks to XTGateway, provided that they have previously been configured. Xedio will then be able to see, display, search and access clips and record trains on EVS video servers. New clips could be created in CleanEdit from EVS video servers.

Two items are available in the LinX category. They are detailed in the table below.



Item	Description
EVS Video Server	Defines setup parameters for an EVS video server which will be used by CleanEdit to see, display, search and access clips and record trains.
EVS Video Server Group	Defines the parameters of the web services used to interact between Xedio and the EVS video servers.

All the steps below must be followed.

4.2 GENERAL CONFIGURATION PARAMETERS

The following parameters must be defined from Softwares > Parameter Profiles > General > General tab:

- Notification Center Address: set the IP address with port 48888.

  Example: 172.22.23.9:48888

- XedioBroker Address: set the IP address with port 8762.

  Example: 172.22.23.9:8762

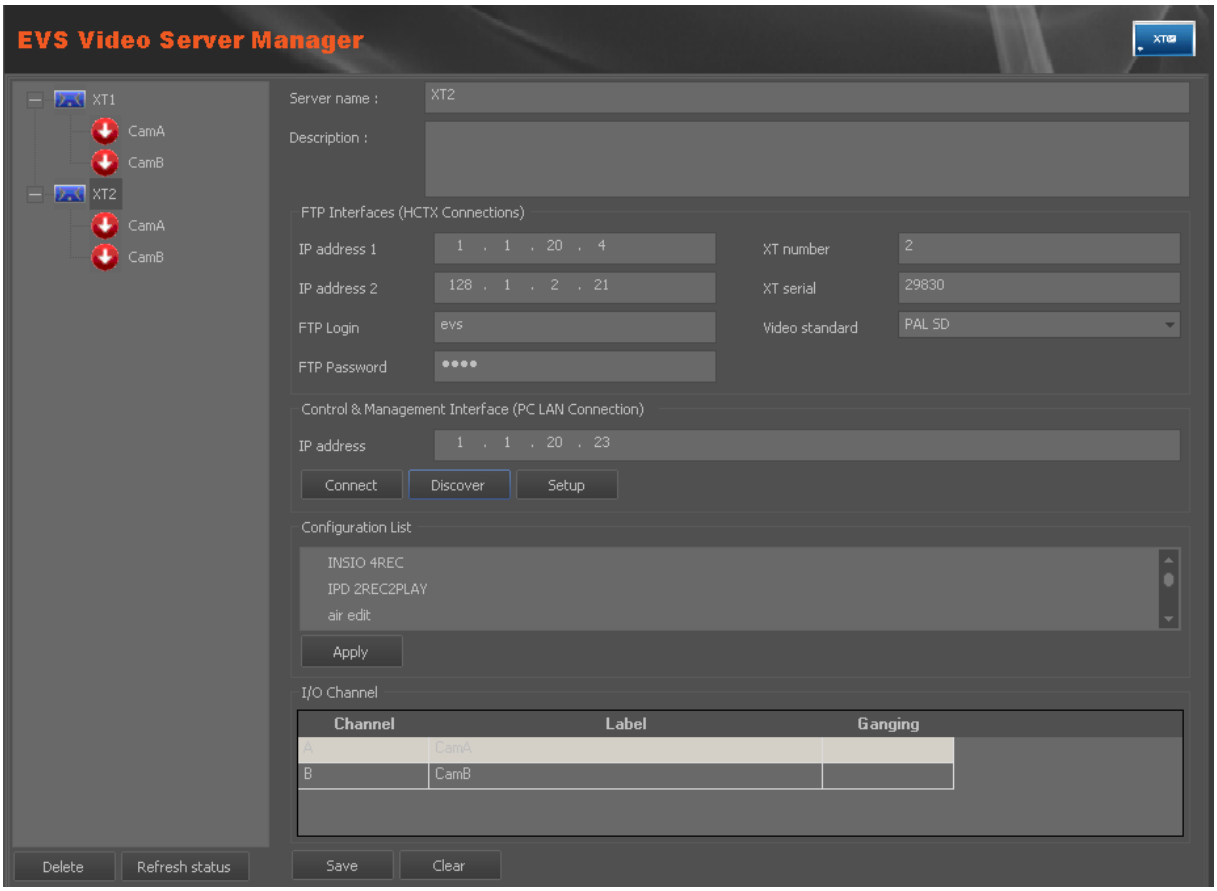
4.3 EVS VIDEO SERVER

4.3.1 INTRODUCTION

All the EVS Video Servers you want to access through LinX protocol must be referenced in this category.

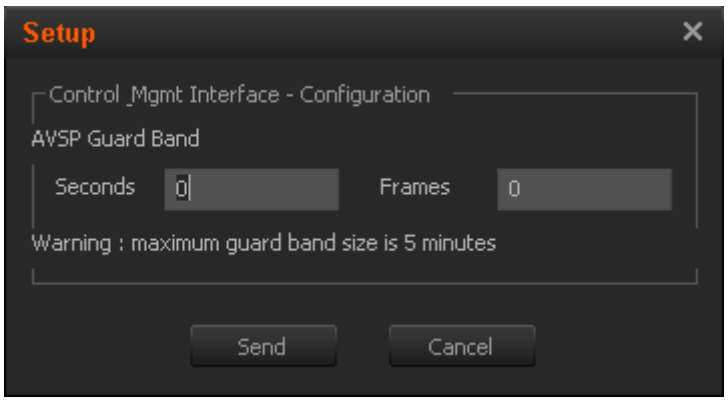
The **Discover** button helps you to "discover" automatically all the EVS Video Server available on your network. If a server does not appear in the discovery, you can try to restart the server or check the network path between the local machine and your server (e.g. mutlicast shall be enabled), If it is still not discovered, then configure the server manually.

When you click the **EVS Video Server** button, the EVS Video Server Manager window is displayed in the Work area.



4.3.2 EVS SERVER PARAMETERS

To set EVS video server parameters, complete the following fields and then click on the Save button.

Field/Button	Description
Server Name	Name of the server to be accessed by Xedio, as you want it to be displayed in the interface.
Description	Optional text to describe the EVS Server.
FTP Interfaces (HCTX Connections)	
IP Address 1	FTP IP address 1 of the EVS server you want to connect to (mandatory).
IP Address 2	FTP IP address 2 of the EVS server you want to connect to (optional).
FTP Login	Login ID defined on the EVS server (e.g. evs).
FTP Password	Password defined on the EVS server (e.g. evs).
Control & Management Interface (PC LAN Connection)	
IP Address	PC LAN IP address of the EVS server you want to connect to (mandatory).
Connect	Checks the connection with the selected EVS server.
Discover	Opens a window which lists the EVS video servers from the network and their corresponding PC LAN IP address.
Setup	Opens a dialog box which allows to set the AVSP guardbands length of clips created with LinX (e.g. 5 sec 0 frame). 
Configuration List	Displays the list of configurations available from the server.
Apply	Applies the selected configuration.

Field/Button	Description
I/O Channel	Displays the list of recorder channels from the selected EVS server.

Button	Description
Delete	Deletes the selected EVS server from the tree structure.
Refresh	Checks whether the EVS video server is reachable. If yes, the server configuration is retrieved. If not, the server name and server icon are displayed in red.
Save	Saves the parameters entered for the server.
Clear	Clears the parameters entered for the server.

4.3.3 How to Gang Recorder Channels

You can gang several recorder channels from an EVS video server. To do so, proceed as follows:

1. Select several recorder channels in the I/O Channels area,
2. Right-click the list.
3. Select Gang.

   The ganged channels are mentioned in the Ganging column.

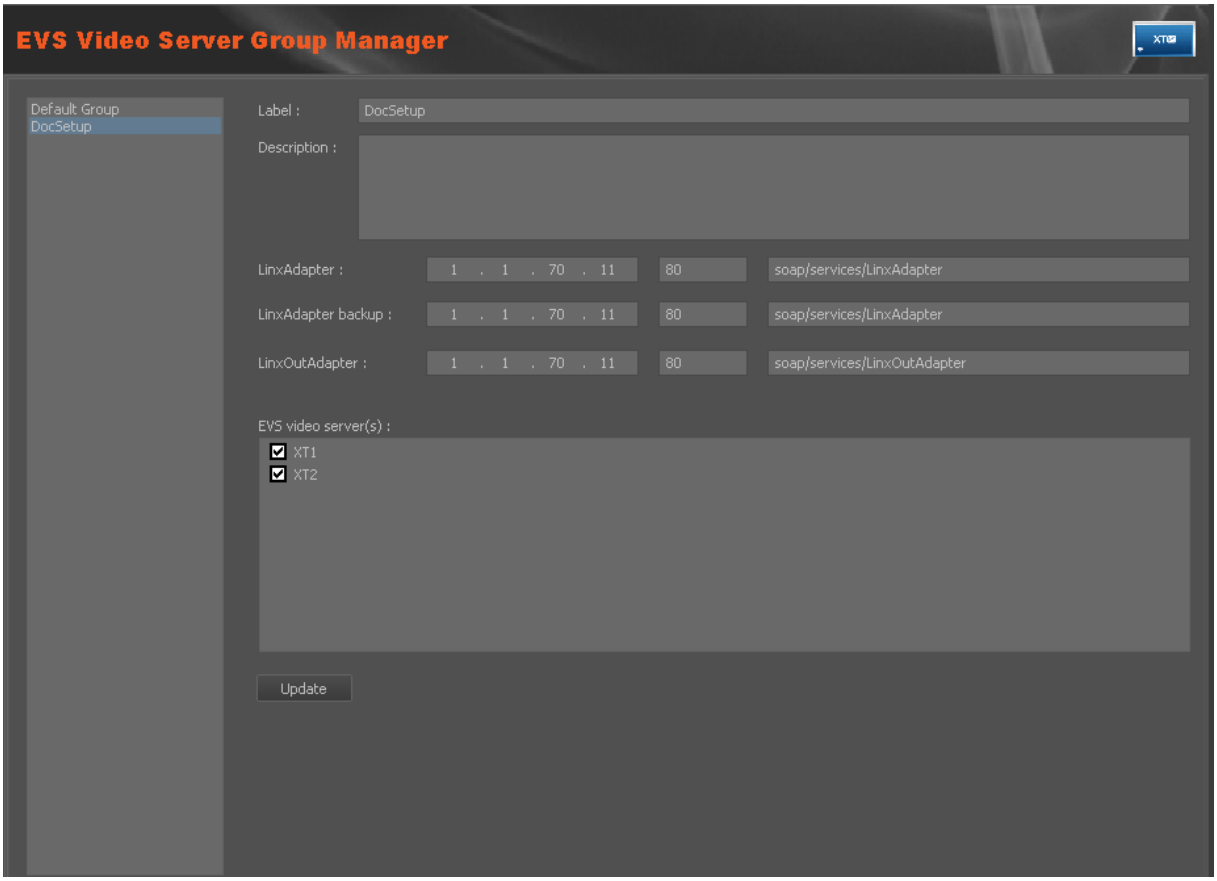
4.3.4 Possible Actions with Contextual Menus

A right-click on a server displays a contextual menu with the following option:

Menu Item	Description
Delete XT	Deletes the selected EVS server from the tree structure.

4.4 EVS VIDEO SERVER GROUP

When you click the EVS Video Server Group button, the EVS Video Server Group Manager window is displayed in the Work area.



To set a group of EVS video server, complete the following fields, select the servers you want to group and then click on the Create button.

Field	Description
Label	Name you want to give to the group of servers.
Description	Optional text to describe the group of EVS Servers.
LinxAdapter	IP address of the machine hosting the LinxAdapter software, used to manage the Linx notifications from the EVS video server to Xedio. Keep 80 for TCP Port and keep the soap string unchanged.
LinxAdapter Backup	Not used. Keep 0.0.0.0.
LinxOutAdapter	IP address of the machine hosting the LinxOutAdapter software, used to manage the Linx commands sent from Xedio to the EVS video server. Keep 80 for TCP Port and keep the soap string unchanged.

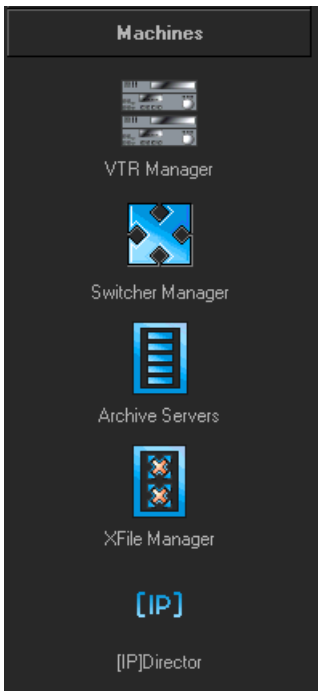
Field	Description
EVS video servers	List of EVS video servers defined in the EVS Video Server tab. Select the servers you want to include in the group. All the EVS servers which must be seen and could be used in CleanEdit must be assigned to a group. Mandatory.

5. Machines

5.1 INTRODUCTION

External devices can be connected to the Xedio Suite. Their parameters are configured from the Machines tab.

Four items are available in the Machines category. They are detailed in the table below.

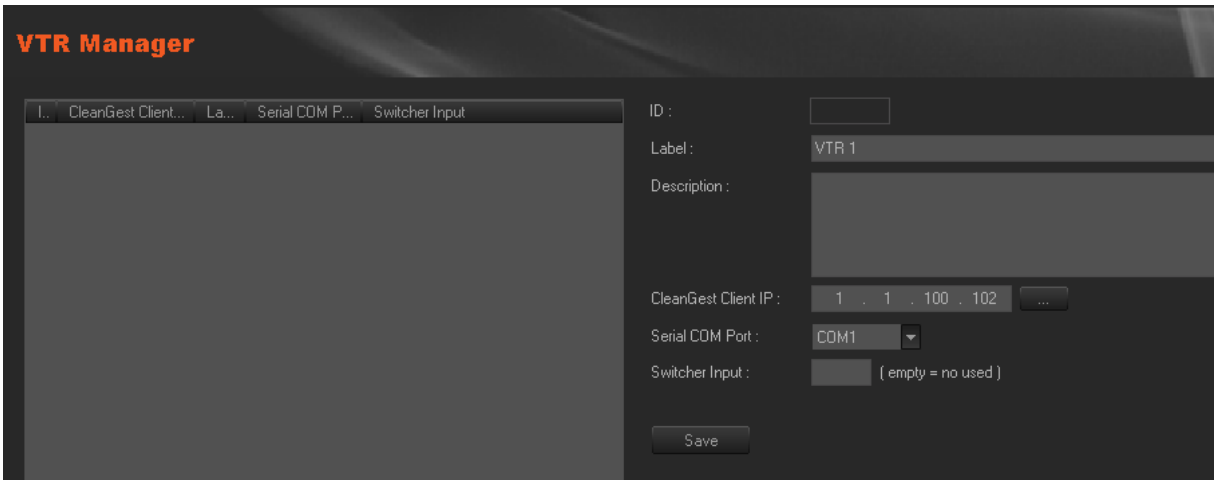


Item	Description
VTR Manager	Defines setup parameters for a controlled VTR.
Switcher Manager	Defines setup parameters for a switcher connected to the system.
Archive Servers	Defines setup parameters for a server used to archive media.
XFile Manager	Defines setup parameters for an XFile used for rendering.
IPDirector	Defines setup parameters to use information coming from IPDirector API.

5.2 VTR MANAGER

A VTR can be used as a source of ingest. The VTR video output must be connected to the encoder video input.

When you click the VTR Manager button, the VTR Manager window is displayed in the Work area.

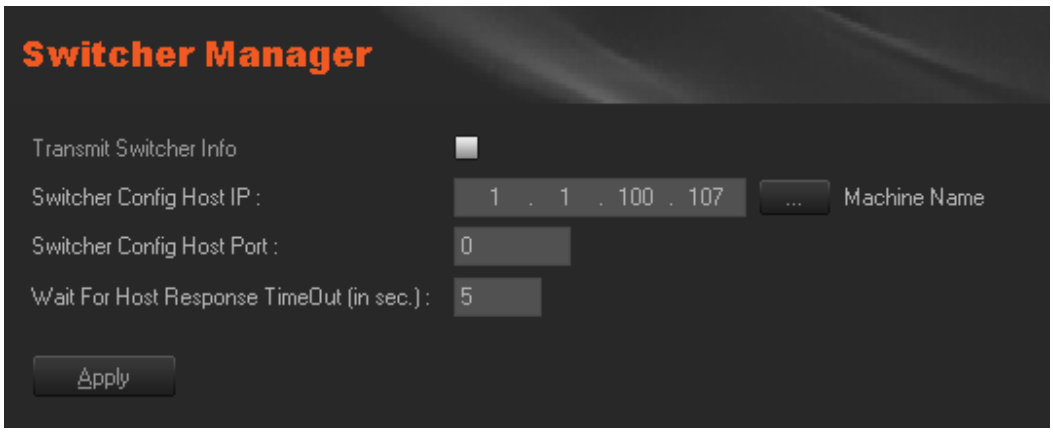


To set VTR parameters, complete the following fields and then click on the Save button.

Field	Description
ID	Number automatically allocated by the system when you save the VTR configuration.
Label	Name you give to the VTR device.
Description	Optional text to describe the VTR device.
Xedio Ingest Organizer IP	IP address of the server hosting the Xedio Ingest Organizer module controlling the VTR to be used.
Serial COM Port	Port used by the workstation when sending data and transport control commands to the VTR (in RS-422).
Switcher Input	Switcher device to which the video source of the VTR is connected. Leave this field blank if you do not have any switcher control device supporting Xedio protocol.

5.3 SWITCHER MANAGER

When you click the **Switcher Manager** button, the Switcher Manager window is displayed in the Work area.



You can indirectly control a switcher through the system. If the **Transmit Switcher Info** field is checked, Xedio Ingest Server application transmits the switching information over the Ethernet network to a dedicated software device before starting any recording. This device will manage the audio and video routing at the switcher with regard to its brand and protocol, and send an acknowledgement back to Xedio Ingest Server within a determined delay in order to start the encoder(s).

To set switcher parameters, complete the following fields and then click on the **Apply** button.

Field	Description
Transmit Switcher Info	Enables/Disables the use of a software device to control the switcher(s)
Switcher Config Host IP	IP address of the software device to access to.
Switcher Config Host Port	Port number where to send the switching information.
Wait For Host Response TimeOut (in sec.)	Delay for the “acknowledge” coming from the device. **Note** When timeout delay is reached, Xedio Ingest Server aborts the recording process.

The protocol used between Xedio Ingest Server and the “switching device” uses the following commands:

Commands sent from CleanGest Server to the switching device	Description
<ConnectPorts InPort="x" OutPort="y"/>	Used before starting a record
<ReleasePorts InPort="x" OutPort="y"/>	Used at the end of a record.

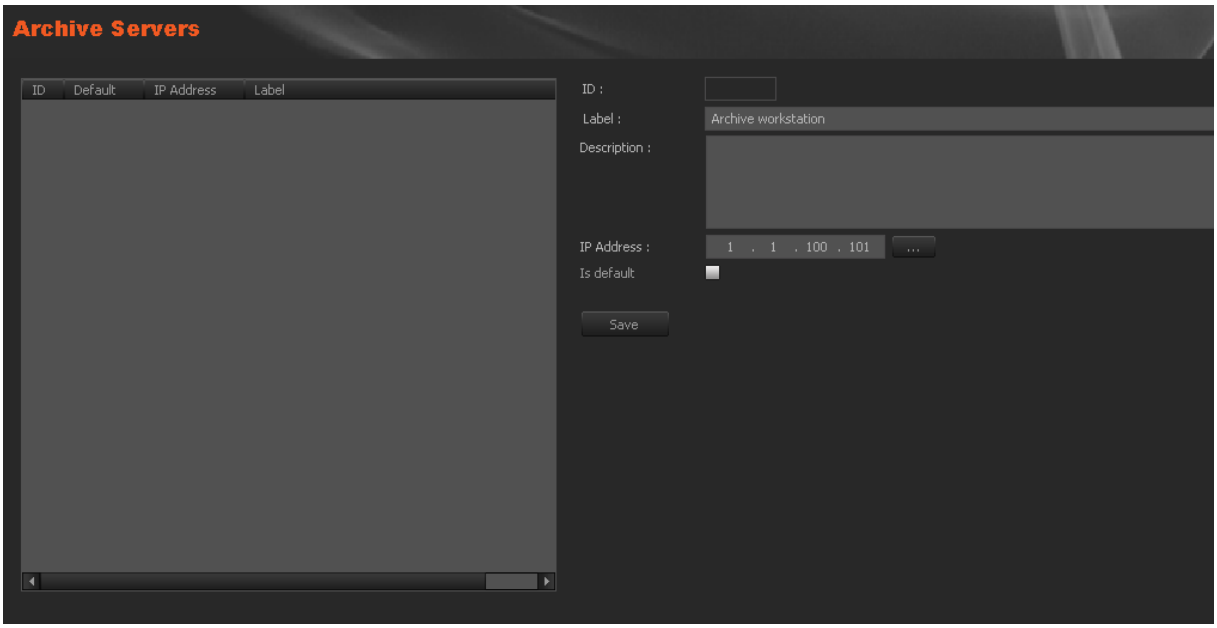
The answers received from the device must be as follows:

Received from the software device	Description
<ConnectOK/> <ConnectFailed/>	Possible answers following a “ConnectPorts” command.
<ReleaseOK/> <ReleaseFailed/>	Possible answers following a “ReleasePorts” command.
<CmdErr/>	Error status

5.4 ARCHIVE SERVER MANAGER

When an Archive Server is attached to a Xedio installation, it must be referenced in the database.

When you click the **Archives Servers Manager** button, the Archive Servers window is displayed in the Work area.



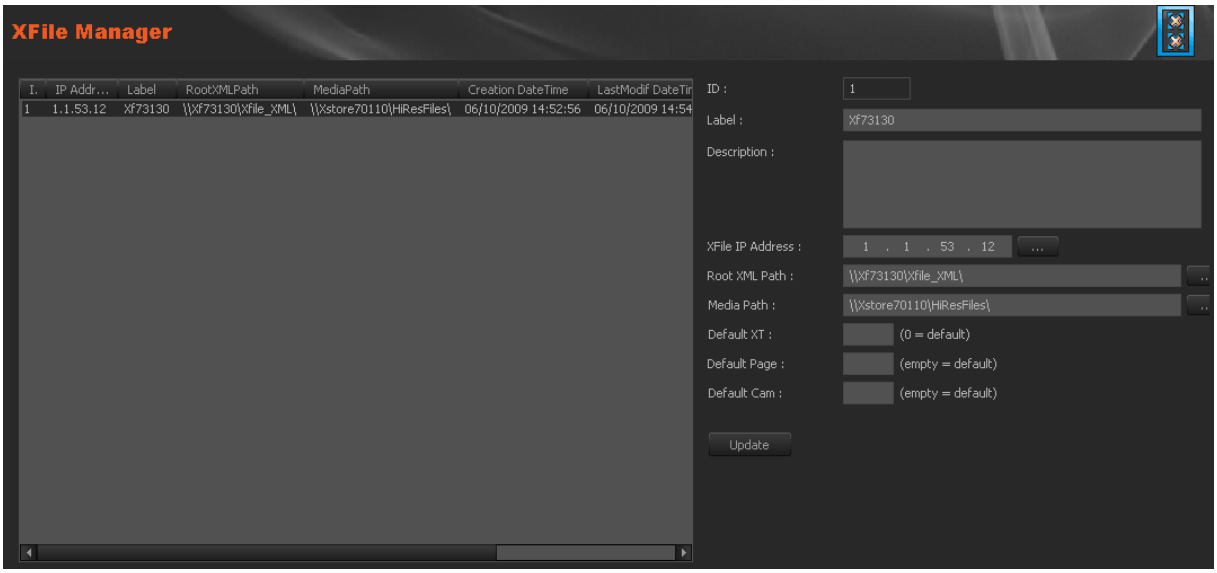
To set archive server parameters, complete the following fields and then click on the **Save** button.

Field	Description
ID	Number automatically allocated by the system when you save the Archive Server configuration.
Label	Name you give to the Archive Server.
Description	Optional text to describe the Archive Server.
IP Address	IP address of the archive server.
Is default	When selected, the current archive server is used by default.

5.5 XFILE MANAGER

XFile can be used to receive and send media in file format or for the rendering of files to an EVS video server.

When you click the **XFile Manager** button, the XFile Manager window is displayed in the Work area.



To set XFile parameters, complete the following fields and then click on the **Save** button.

Field	Description
ID	Number automatically allocated by the system when you save the XFile configuration.
Label	Name you give to XFile.
Description	Optional text to describe the XFile.
XFile IP Address	IP address of the machine hosting XFile software.
Root XML Path	Location where an XML file is sent by Xedio to request a job.
Media Path	Location where the media is stored before being treated by XFile.
Default XT	EVS video server number used by default to store media files treated by XFile.
Default Page	EVS server page number used by default to store media files treated by XFile. If the field is left empty, the first available place will be used.
Default Cam	EVS server cam number used by default to store media files treated by XFile. If the field is left empty, the first available place will be used.

5.6 IPDIRECTOR

It is possible to synchronize the Xedio database with the IPDirector database.

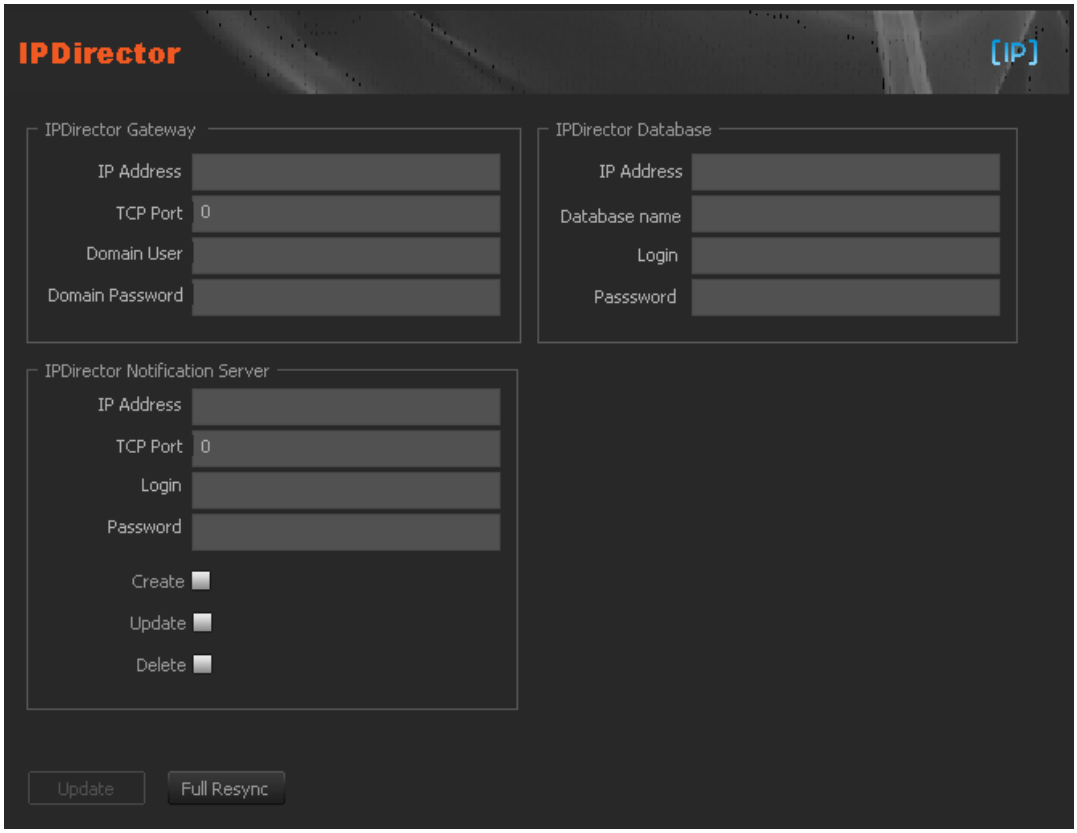
The IPD Gateway is a Windows service used to synchronize database information from IPDirector to Xedio. It subscribes to IPDirector Notification Server.

The IPDirector Notification Server is an IPDirector API which is used to notify the gateway when modifications are done in the IPDirector database.

Important

When the IPD Gateway has been installed, it must be configured in Xedio Manager and the IPD nearlines must be configured in the Xedio Media Servers of Xedio Manager before you start the IPD Gateway services.

When you click the **IPDirector** button, the IPDirector window is displayed in the Work area.



To set IPDirector parameters, complete the following fields and then click on the **Update** button.

Field	Description
IPDirector Gateway	
IP Address	IP address of the machine where the IPDirector gateway is installed.

Field	Description
TCP Port	IPD gateway TCP port (default is 8080)
Domain User	'.\<Windows Domain User with Admin rights>'
Domain Password	Windows Domain Password for this user
IPDirector Notification Server	
IP Address	IP address of the machine where the IPD API is installed.
TCP Port	IPD API TCP port.
Login	Login for the IPD Notification Server
Password	Password for the IPD Notification Server
Create	When selected, the 'create' operations in IPDirector are notified.
Update	When selected, the 'update' operations in IPDirector are notified.
Delete	When selected, the 'deletee' operations in IPDirector are notified.
IPDirector Database	
IP Address	IP address of the machine where the IPD database is installed.
Database Name	Name of the server where the IPD database is located.
Login	IPD database username.
Password	IPD database password.

Each time the configuration is modifying, click the **Full Resync** button to force a full resynchronization from IPDirector to Xedio. A confirmation dialog box then opens where users enter the dates interval to be taken into account for the resynchronization.

5.7 MODIFYING OR DELETING AN EXTERNAL DEVICE

To modify the properties of one of the previous external devices, except a switcher, select it in the list, enter new values in the relevant fields, and click the Update button.

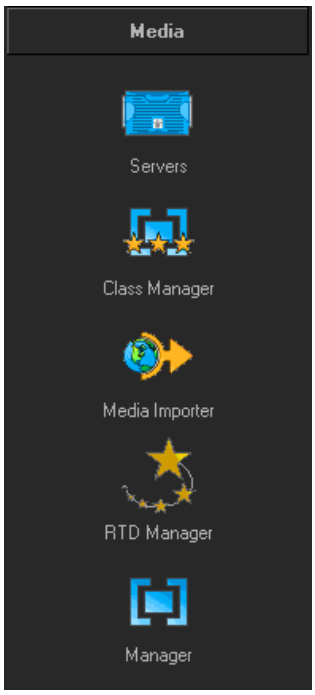
To delete one of the previous external devices, except a switcher, select it in the list, right-click and select Delete from the contextual menu.

6. Media

6.1 INTRODUCTION

From the Media category you can define the media storage tree structure and media classes, you can import and manage media files.

Five items are available in the Medias category. They are detailed in the table below.



Item	Description
Servers	Allows to define the media storage server(s) and to create its sub-folders (multiple storage servers may be defined).
Class Manager	Allows to define a Class List to categorize the stored media.
Media Importer	Allows to import media files into the storage server and to create a reference to the files within the database.
RTD Manager	Manages the animated transition graphics (RTD's) referenced in the database.
Manager	Manages the media files within the database and the storage server.

6.2 MEDIA SERVERS

6.2.1 INTRODUCTION

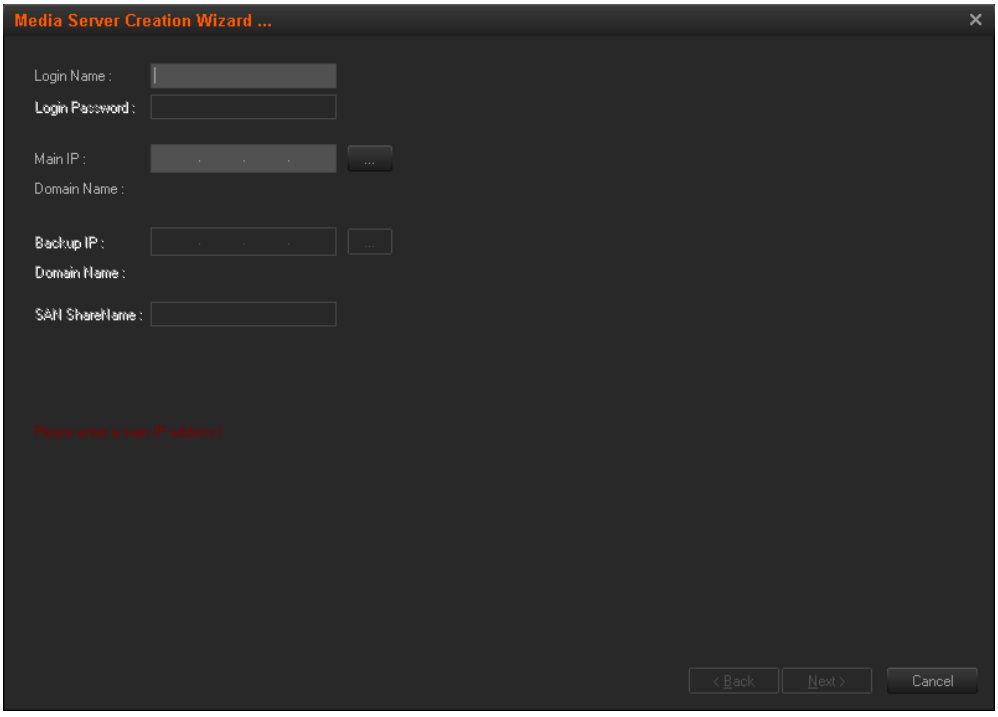
A Media Server is the location where all the media used within a Xedio installation will be stored.

When you click the **Media > Servers** button, the Media Servers window is displayed in the Work area, allowing you to define a media server.

6.2.2 ADDING A MEDIA SERVER

To add a media server, proceed as follows:

1. Right-click in the Media Server window and select **New Media Server** in the contextual menu. A wizard opens.



2. Complete the fields described in the following table:

Field	Description
Login Name	Login name defined for the media server in its configuration parameters.
Login Password	Login password defined for the media server in its configuration parameters.
Main IP	IP address of the server used for media storage.

Domain Name	Field automatically filled when an IP address is entered
Backup IP	IP address of the backup storage server, when a redundant network is used.

3. Click **Next**.

   The next page displays the drives capacity of the new media server.

4. Click **Next**.

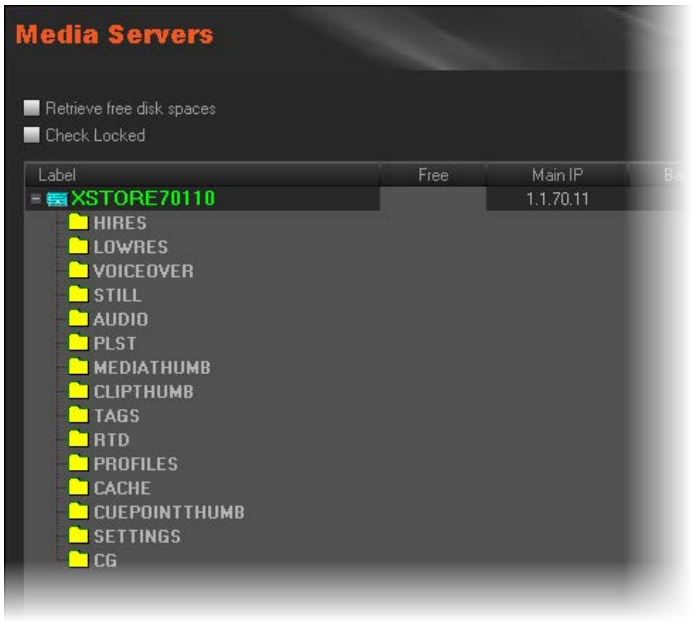
5. Select the drive(s) for the storage and enter a base path for the sub-folders that will be created by the system.

6. Click **Next**.

7. Type a name for the server in the **Label** field.

8. Click **Finish**.

The tree structure of the media server is displayed.



6.2.3 CONTEXTUAL MENUS

A contextual menu is available when you select a media server in the list and then right-click:

Menu Item	Description
New Media Server	Adds a media server storage: displays the folders present in the path selected for use as media server.
Rename Media Server	Allows to update the media server label.

Menu Item	Description
Delete Media Server	Deletes the media server view in the Media Servers window.
Modify Media Server Description	Opens the Media Server Modification window allowing to update the label or description of the media server.
Media File Cleaner	Opens the Media File Cleaner window. Refer to section 12 ‘Media File Cleaner’ on page 134 for more information.

A contextual menu is available when you select a folder in the list and then right-click:

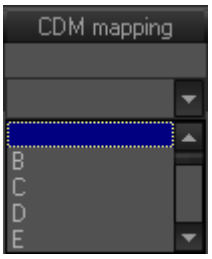
Menu Item	Description
New Media Server	Adds a media server storage: displays the folders present in the path selected for use as media server.
Default ‘*Folder Name* Files’ Directory	Sets the selected folder as default folder for the type of files (bitmaps, video files, thumbnails etc…). The folder icon is then green. This is only necessary when multiple storage servers are created in the system. This tells the system to use a specific storage server for some files and another server for other files. The Default folders may be changed at any time without losing previously stored material. Example: for the HIRES folder, the option is Default ‘HiResFiles’ Directory and sets the HIRES folder as default for the hi-res files.
Delete Media Directory	Removes the media folder from the Media Servers window.
Collect Media	Displays the list of media present in the selected folder.
Media File Cleaner	Opens the Media File Cleaner window. Refer to section 12 ‘Media File Cleaner’ on page 134 for more information.

6.2.4 SETTING THE CDM ENCODER MAPPED DRIVE

The physical encoder is usually configured to store the encoded files on a specific mapped drive, usually called “G” or “H”. This mapped drive letter also has to be stored in the database in the CDM Mapping column.

To set or change the encoder mapped drive, proceed as follows:

1. In the Medias Servers window, click twice (not a double click, click then wait and click again) the mapped drive letter related to the requested server in the CDM mapping column.



2. Select the requested CDM mapped drive from the drop-down list.

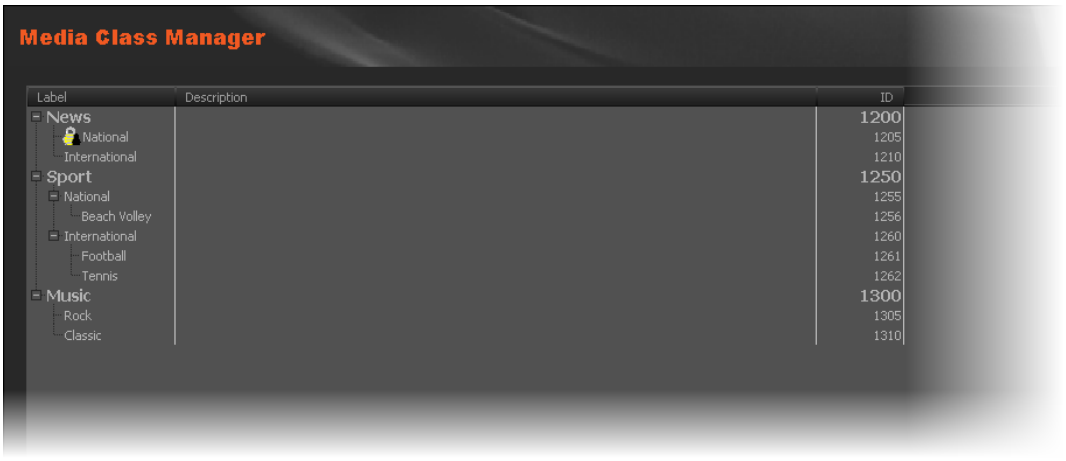
The encoder mapped drive has been set or changed.

6.3 CLASS MANAGER

6.3.1 INTRODUCTION

The Class Manager tool is used to define and manage the ClassList. Classes categorize the media and the virtual media. They are mainly used in the database lists from the Xedio Suite to perform search on media. Media are assigned to classes through the Xedio applications such as Xedio Ingest Organizer, Xedio Importer, Xedio AutoFile Importer or Xedio Browse applications.

When you click the Class Manager button, the Media Class Manager window is displayed in the Work area, allowing you to create new media classes and sub-classes.



6.3.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

A contextual menu is available when no class is selected and you right-click in the Media Class Manager window.

Menu Item	Description
New Root	Creates a new class of media.

A contextual menu is available when you select a Class in the list and then right-click:

Menu Item	Description
New Root	Creates a new class of media.
New Child	Creates a new sub-class of media.
Rename	Allows to rename the selected class or sub-class.
Modify	Opens the Modify Class window allowing to update the label or description of the selected class or sub-class.
Delete	Deletes the selected class or sub-class.
Hidden State	Hides/Unhides the selected class or sub-class so users cannot/can use it.

6.4 MEDIA IMPORTER

The Media Importer is the tool used to import, into the Xedio database, media that have already been recorded and are in a file format that can be used by Xedio. P2, XDCAM and XDCAM EX, music, graphics or existing mpeg and dv files are some examples.

The Xedio Importer is available as:

- a separate application
- as a module built in CleanEdit, and available in the Media Importer tab.
- as a module built in Xedio Manager, and available in the Media category, Media Importer tool.

When you click the Media Importer button, the Media Importer window is displayed in the Work area. It presents different sub-tabs to set the parameters for different types of media to be imported into the system, such as:

- XDCAM, XDCAMEX, P2 and CANON tabs

  To import media files recorded on Sony XDCAM and XDCAMEX, Panasonic P2 and CANON cameras

- Video/Audio/Stills tab

  To import media files, images or audio files

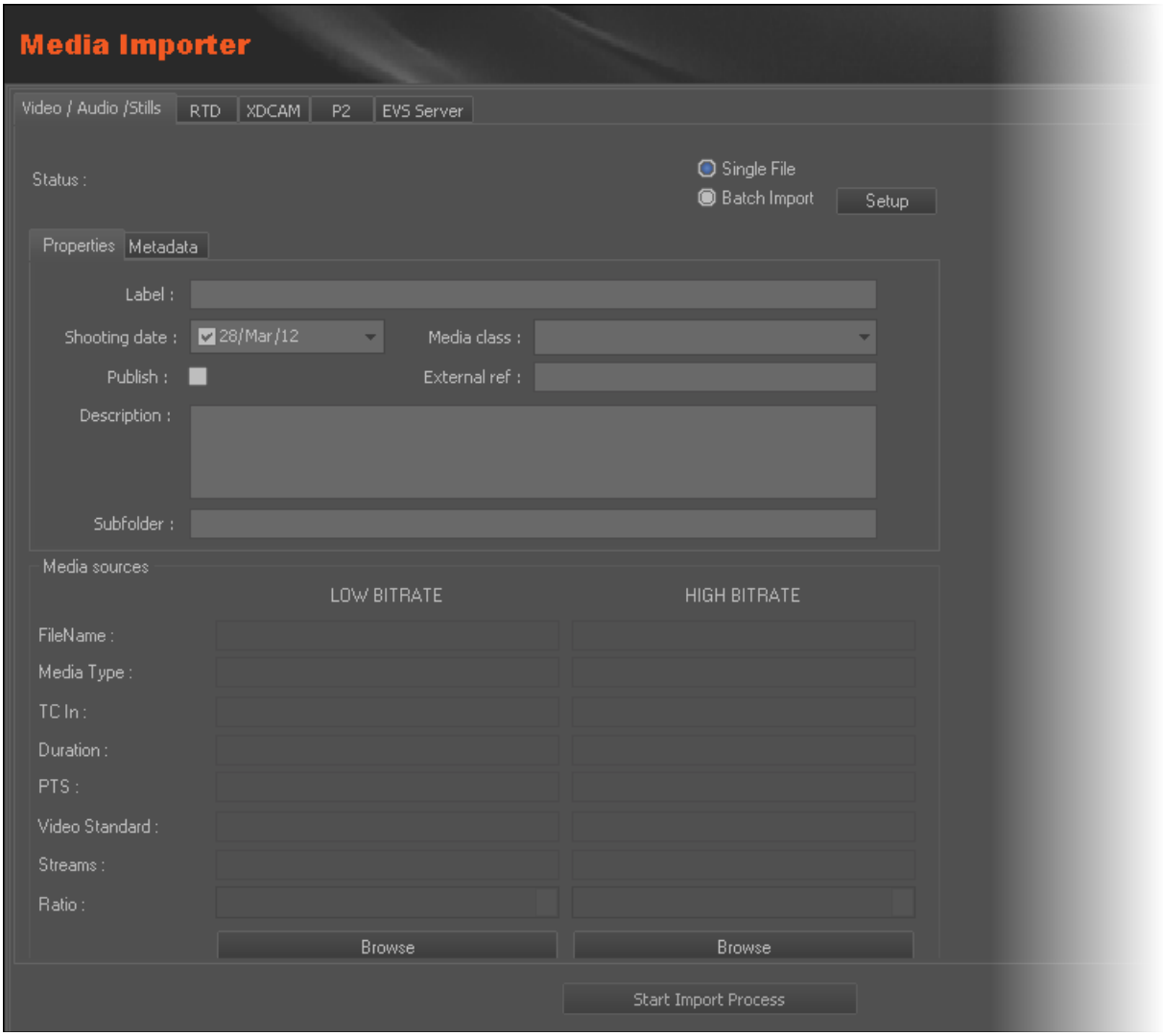
- RTD tab

  To import video containing transitions

- EVS Server tab

  To import media files available on an EVS server on the same network as the Xedio suite. In this case, Xedio does not import the file content into the Xedio storage system, but creates a reference to the server files in the Xedio database.

Refer to the Xedio Importer user manual for a comprehensive description of the tabs and fields.



6.5 RTD MANAGER

6.5.1 INTRODUCTION

When you click the RTD Manager button,the RTD Manager window is displayed in the Work area, allowing you to import or manage the transition sequences. The list displays the available effects stored in the system.

6.5.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

A contextual menu is available when no RTD is selected and you right-click in the RTD Manager window.

Menu Item	Description
Import	Imports a transition effect.

A contextual menu is available when you select a RTD in the list and then right-click:

Menu Item	Description
Import	Imports a transition effect.
Preview	Allows to preview the selected transition effect.
Edit	Opens the Update RTD Label window allowing to update the label or description of the selected effect.
Delete	Deletes the selected effect from the database. It can only be removed if it is not already used in an edit, otherwise, an error message will occur.
Video Standard	Allows to select a video standard among PAL SD, NTSC drop SD, HD 1080i @50, HD 720p @50, HD 1080i @59,94, HD 720p @59,94, HD 1080p @50, HD 1080p @59,94.
Used by	Opens a window to show in which projects the selected media is used in:

6.6 MEDIA MANAGER

6.6.1 INTRODUCTION

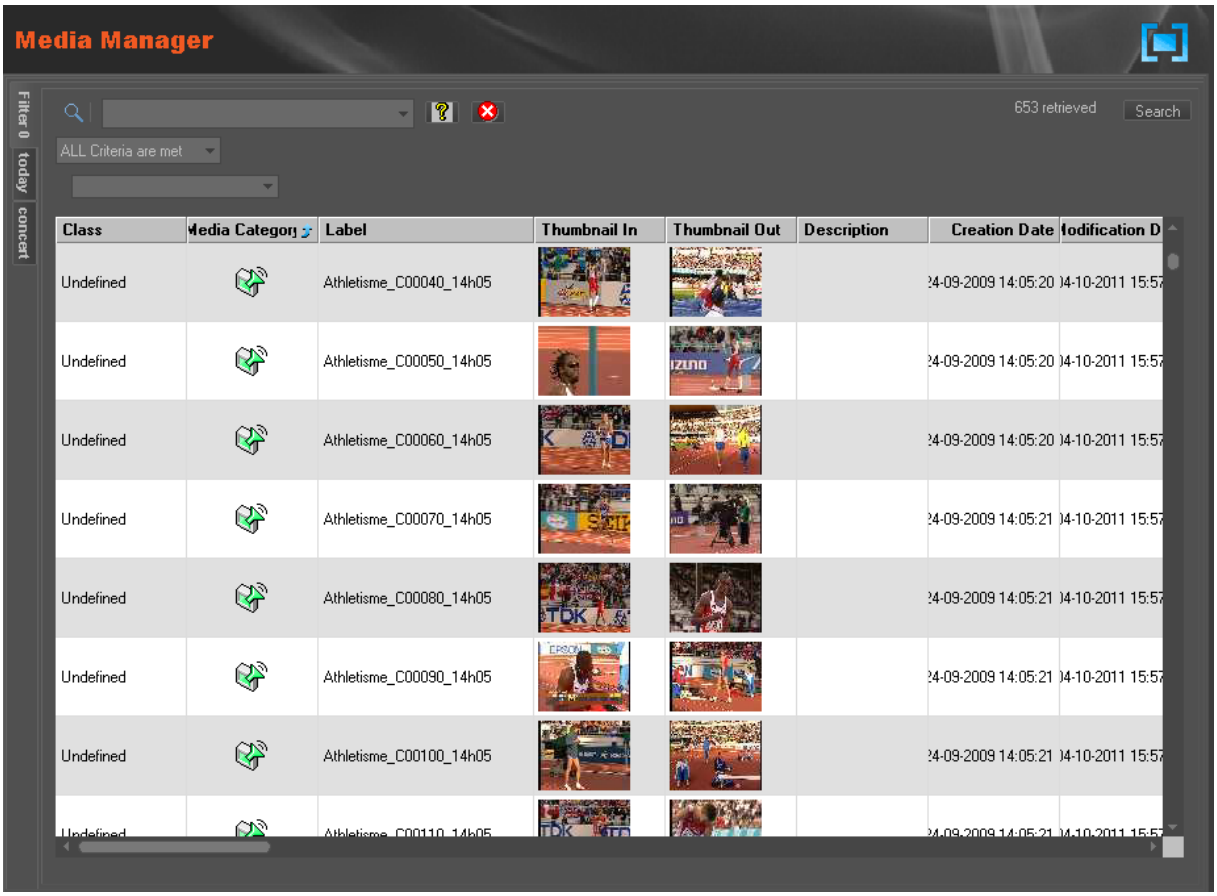
The Media Manager tool is designed to give an overview of the database content, to edit some media properties and to delete media files from the database and from the storage server(s). Different search tools can be applied to the database content to help users to find specific media.

Note

Only items that are not used (not locked) in any user project and not used to create virtual media and/or clip can be deleted; otherwise, an error message will occur.

The media items displayed in the Media Manager window are all the media items corresponding to the filters or search tools applied.

When you click the **Media** > **Manager** button, the Media Manager window is displayed in the Work area.



The upper part of the Work area gives access to the different filters which can be applied to the media list.

At least two tabs exist on the left of the Media Manager window.

- The Filter 0 tab: The element grid displays the list of all media present in the database, or it returns the result of a search applied to the list.

- The Today tab: the element grid shown the media with ‘creation date = today’.

Additional tabs are displayed when the users have saved filters applied to the database. Refer to section ‘Using Saved Filters’ on page 56 for more details.

Media items are displayed in columns.

6.6.2 ELEMENTS GRID

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element grid.

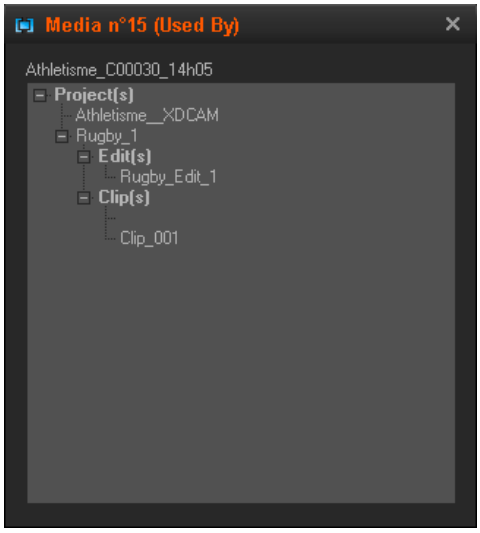
The column width and order can be adjusted using standard computer commands and drag and drop techniques.

ELEMENT CONTEXTUAL MENU

A contextual menu is available when you right-click on an item in the list.

Menu Item	Description
Published State	Allows the selection of a sub-menu to change the publish state of the media between Published and Not Published. A published media will be displayed in the database lists of all the software and thus available for use.
Treated State	Allows the selection of a sub-menu to change the treated state of the media between Treated and Not Treated. A media can be set as treated when virtual media have been created from this media in Xedio Browse.
Deleted State	Allows the selection of a sub-menu to change the deleted state of the media between Deleted and Not Deleted.
Video Standard	Allows to change the metadata for the media to PAL or NTSC and vice versa. This only affects the flag in the metadata and does not affect the media (to allow for a correction in the data only).
Video Ratio	Allows to change the metadata for the media between 4/3, 16/9, and unknown. This only affects the flag in the metadata and does not affect the media (to allow for a correction in the data only).
Media File(s) Status	Allows the selection of sub-menu to change the status of the low bitrate file or the high bitrate file between Rec Done, Imported, Rec Error, Archived, ArchiDel, Restored, Deleted and Imported Error.

Menu Item	Description
Set Audio Track Assignment	Allows to set or update the audio track assignment for selected media (8 audio or 5.1). Refer to section 'How to Define New Default Audio Channel Assignment' on page 76 for explanation.
Properties	Displays the properties for the selected media. If a default metadata profile has been defined for the media, a metadata tab is displayed and allows to modify the media metadata values.
Delete Media & Purge	See section 6.6.4 'Delete & Purge' on page 57.
Force Delete	Deletes a media with all the references of its use in the database. If it is used in an edit, this will cause "holes" in the edit. This option must be used very cautiously.
Play	Opens a new Player window to allow the low bitrate file or the high bitrate file to be browsed.
Media Analyzer	Opens a Timecode Extractor window showing an analysis of the selected file.
MOS Publication	Allows to send a notification to the news room system.
Merge	This option is used to associate a lo-res media to a hi-res media. Opens the Get Lowres File window allowing you to browse for the lo-res file.
Generate Low Resolution Media File	Generates missing lo-res media file from the hi-res media file. Refer to section 'Generate Low Resolution Media Files' on page 46.
Retrim	In case the TC IN or TC OUT of a media hi-res and lo-res files differ, this option will automatically adjust both files to the same TC range.
Create Missing Thumbnails	This option creates thumbnails in the Thumbnail IN and Thumbnail OUT columns of the Work area.

Menu Item	Description
Used By	Opens a window to show in which projects and edits the selected media is used in: 

GENERATE LOW RESOLUTION MEDIA FILES

When several files are selected from the list and you select the **Generate Low Resolution Media File** option, several cases can occur.

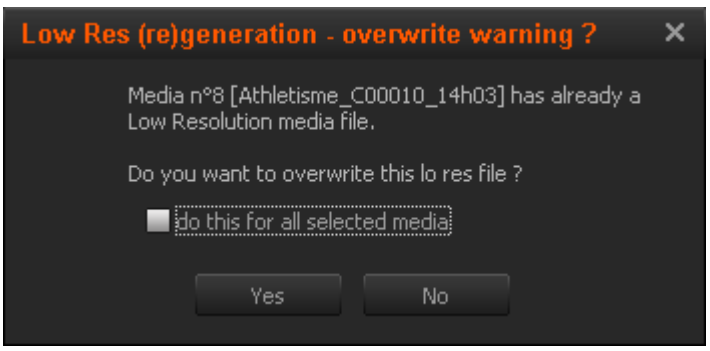
1. Some hi-res files are not present on the Media server (they could be offline or ARCHIDEL)

   A popup window is displayed and lists those missing files. You are asked whether you want to continue.

   - Click YES to generate only lo-res files corresponding to existing hi-res files
   - Click NO to cancel the operation.

2. The hi-res files are online and at least one lo-res file already exists on the Media server or is 'ARCHIDEL'.

   A popup window is displayed and mentions that existing file. You are asked whether you want to overwrite this lo-res file.

   
   Low Res (re)generation - overwrite warning ?
   Media n°8 [Athletisme_C00010_14h03] has already a Low Resolution media file.
   Do you want to overwrite this lo res file ?
   do this for all selected media
   Yes
   No

   - Click YES to overwrite the existing lo-res file.

     If the **Do this for all selected media** option is selected, the check will

not be applied on the other files and all the existing lo-res files will be generated.

- Click NO to avoid the replacement of existing lo-res files.

  If the Do this for all selected media option is selected, the check will not be applied on the other files and only the offline lo-res files will be generated.

3. The hi-res files are online and at least one lo-res file is in use.

   A popup window is displayed and mentions the file in use. You are asked whether you want to continue.

   - Click YES to generate only lo-res files not in use.
   - Click NO to cancel the operation.

SPECIAL STATUS DISPLAY FOR THE ELEMENTS

The elements can be displayed with a specific font to reflect a particular status.

Element Display	Meaning
Red font	Element in recording or importing state. A wrong status may be displayed when a Xedio Ingest server crashed.
Italic font	Virtual media created with Xedio Browse.
Grey font	Only hi-res media or lo-res media is available.

6.6.3 SEARCHING THE DATABASE

INTRODUCTION

When the database contains large amounts of data, it may become difficult to find a specific element. The Xedio Suite offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the element grid view
- use Filters, as explained in section ‘Advanced Filters’ on page 49

These search tools are explained in detail below.

Quick text search and filters on parameters, as well as several filters on parameters, can be combined and saved for later use. All the criteria must be met in the results list (an ‘AND’ operator is applied). These Saved Filters can then be applied in one click.

QUICK TEXT SEARCH

Introduction

The Quick Text Search field is always available on the top of the database content list:

It allows searching for a string in the displayed columns.

The Quick Text Search option obeys specific rules which can be accessed via the Help button next to the Quick Text Search field.

For more details on these rules, refer to the section 'Quick Text Search Rules', on page 49.

How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Show the columns you wish to perform a quick search on.

2. Type a search string in the Quick Text Search field, based on Quick Text search rules available from the Help button and detailed in section 'Quick Text Search Rules' on page 49.

3. Depending on whether the AutoRefresh Filtering setting is selected or not, you may have to click the Search button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General.

   The Quick Text Search is applied and the search result is displayed in the grid.

4. To clear the applied Quick Text Search, click the red "X" icon to the right of the search field or select <empty> from the Quick Text Search field.

5. The Quick Text Search field is a combo box that gives access to the last 10 previously searched strings.

   Select a filter from the list of the Quick Text Search field to apply a previous search.

Quick Text Search Rules

The string that you enter in the Quick Text Search field is analyzed according to the following set of rules, which can be accessed via the Help button next to the Quick Text Search field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings '*yellow'* and '*card'*, even if in two different fields (columns), for example '*yellow'* in Name and '*card'* in Keywords. For example a clip named '*The Yellow Man*' with keywords '*Red Card*' will be found, since it has yellow and card in 2 different fields.
"Yellow card"	Searches for strings containing '*Yellow card*'.
Yellow | card	Searches for '*yellow'* or 'card', even if in two different fields (columns), for example '*yellow'* in Name or '*card'* in Keywords. Spaces around the | sign are mandatory.
yell*	Searches for '*yell*' at the beginning of a string.
*low	Searches for '*low*' at the end of a string.
Ye*low	Searches for strings with '*ye*' at the beginning and '*low*' at the end.
Ye*low 123	Searches for strings with '*ye*' at the beginning and '*low*' at the end and which contains '*123*'.
=card	Searches for a string exactly equals to '*card*'. For example, if a field contains '*yellow card*', the =card condition will not return any result.
=”yellow card”	Searches for a string exactly equals to '*yellow card*'. The use of quotes is required due to the space between '*yellow*' and '*card*'.

ADVANCED FILTERS

Filters are available for more detailed search operations from the Filter 0 tab. The parameters available for filtering operations are the column headings and any metadata associated by the user.

From the Today tab, the filter 'creation date = today' is automatically applied.

Filter Activation

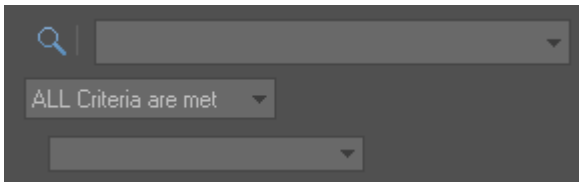
Show/Hide Filter Button

To display, or hide, the Filter extended area, click the **Show/Hide Filter** button over the grid.

Filter Button Display	Meaning
(white)	The **Show/Hide Filter** button is white when all filter criteria are hidden. Consequently, the filters are inactive.
(colored)	The **Show/Hide Filter** button is colored when the filter extended area is visible, even if no filtering criterion is applied.

Filter Extended Area

The Filter extended area is as follows:



The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.

The second field is a filter field allowing the users to select a first filter parameter.

Criteria Combination

The available options are detailed in the table below:

Option	Meaning
ALL criteria are met	All the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the **Filter** fields must be met. The media displayed in the Elements grid fulfill at least one of the selected filter criteria.
NO criteria is met	None of the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill none of the selected filter criteria.

Filter Fields

Under the **Criteria Combination** field, the users will be able to select as many filter parameters as they want and to choose specific value(s) for these filter parameters. The use of **Filter** fields is explained in the next section.

Filter Fields

The **Filter** field provides the list of all the parameters on which a search can be performed. The following screenshot is an example of such a list. The options may differ between the applications of the Xedio Suite. Most relevant parameters are listed at the top of the list, then, all the other fields are displayed in alphabetical order.

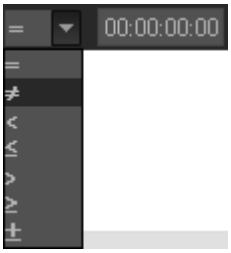
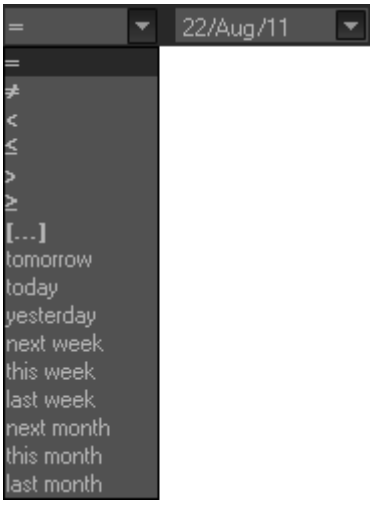
Once a parameter has been selected, an entire line is displayed.

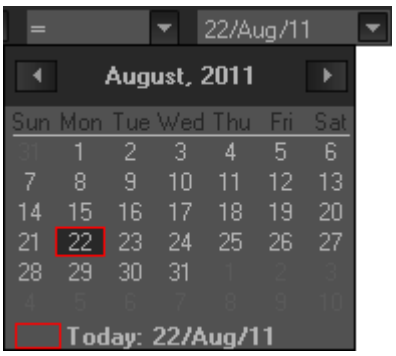
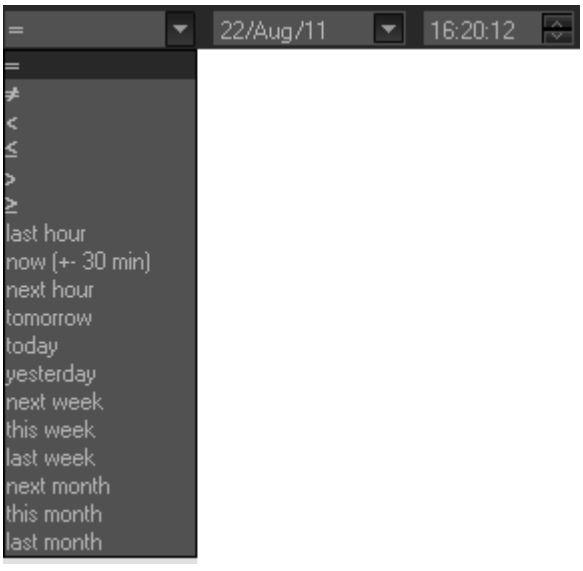
Interface Element	Description
1	Selected filter parameter.

Interface Element	Description
2	Various fields used to enter the filter criteria. Refer to section 'Search Fields Types' on page 52.
	Used to remove the corresponding filter line.
	Used to add a new filter line.

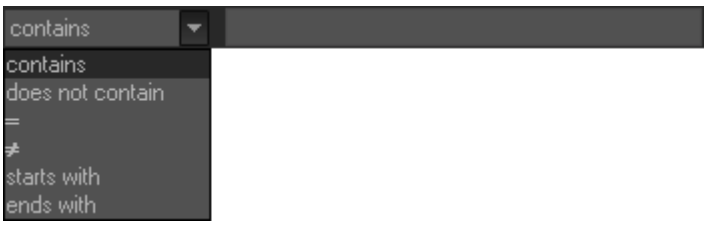
Search Fields Types

According to the selected filter parameter, different types of search fields will be displayed. They are detailed in the table below.

Filter Parameter Type	Displayed Criteria Fields
Timecode or Duration Parameter Such as TC IN, TC OUT, Duration...	 Select a logical operator in the first field and then enter a timecode or duration value in the second field.
Range Such as Timecode Range	 Select an option from the first field and then enter a timecode value. This will include, or exclude, media containing the specified timecode value.
Date Such as Creation Date	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field 

Filter Parameter Type	Displayed Criteria Fields
	b. This will condition the next step: • Search based on a specific date (e.g. with =...): a calendar will be displayed for the selection of a date.  • Search based on an interval (e.g. with [...] (between)...): two calendars are displayed for the selection of two dates. • Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.
Time Such as Last Rendered Date Time	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date and time (e.g. with =...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time.

Filter Parameter Type	Displayed Criteria Fields
	• Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.
Number Such as DB Id	 Select a logical operator in the first field and then enter a number in the second field. **Note** <> means 'differs from'
Option List Such as Video Standard	Select a condition in the first field Click the ... button to display the list of options available for the selected filter parameter. Example for the Video Standard: Select an option from the list.
Boolean Such as Published	Select Yes or No from the single criteria field

Filter Parameter Type	Displayed Criteria Fields
Free Text Such as Label	 Select a condition in the first field and then enter text in the second field.

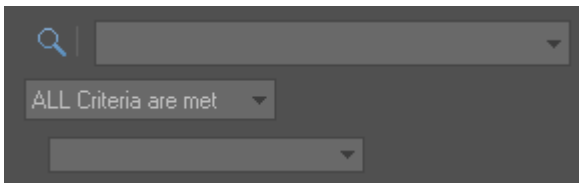
How to Perform a Search through Filter Fields

To enter search values in the Filter fields, proceed as follows:

1. Choose the columns you wish to perform a search on.

2. Click the **Show/Hide Filter** button

   The following Filter area is displayed:

3. Select a criteria combination from the list:

4. Select a filter parameter from the filter parameter list.

   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section ‘Search Fields Types’ on page 52.

   For free text fields, press **ENTER** to apply the filter.

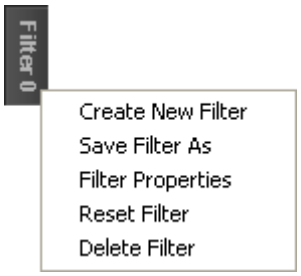
   Otherwise, the results list is automatically restricted.

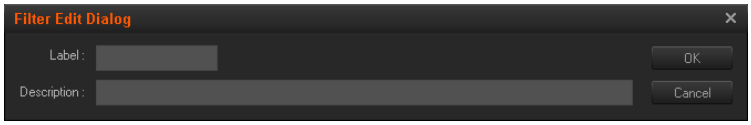
6. If required, click the button to add a filter parameter.

USING SAVED FILTERS

Once you have defined a filter criterion, you may want to save it for later use. You will then be able to apply the same filter with a single click.

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:



Menu Option	Description
Create New Filter	Allows to create a new filter tab. 
Save Filter As	Allows to create a new filter tab in which the current search filter will be saved.
Filter Properties	Allows to change the name and/or description of the selected filter tab.
Reset Filter	Removes all search criteria on the selected filter tab.
Delete Filter	Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained above.
2. Right-click the Filter 0 tab.
3. Select Save Filter As from the contextual menu.

   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click OK to confirm.

   The new filter tab is displayed on the left of the list.

How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

6.6.4 DELETE & PURGE

The Delete Media(s) & Purge function allows the user to remove unused media from the media server while deleting the media from the database.

There are four options available when using this function:

1. Delete database references: removes entries from the database only
2. Delete database references AND media files from online (e.g. XT[2]) or nearline (e.g. SAN, XStore) storage: removes entries from the database and from the media server
3. Delete database references AND media files from offline/deep archive (e.g. Tape library, ftp archive): removes entries from the database and from the archive storage
4. Delete database references AND media files from online/nearline storage AND media files from offline/deep archive: removes entries from the database, from the media server and from the archive storage

The media will be removed only if they are not used in other edits or in other playlists (either the media itself or through attached virtual media or virtual clips).

Additionally, all associated material such as virtual media and virtual clips that are used in the edit(s) or playlist(s) selected for deletion will be removed from the database.

For more powerful media delete and purge options, see sections 12 ‘Media File Cleaner’ on page 134.

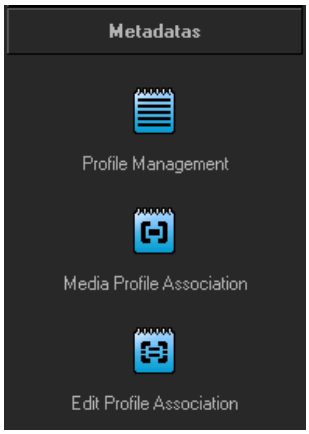
7. Metadata

7.1 INTRODUCTION

Metadata is customer-defined data which can be associated with media or edits to describe or classify them.

Metadata user fields can be created and associated into profiles within Xedio Manager. Then, a metadata profile can be assigned to media or edits and metadata values specific to the media or edit can be entered in the user fields.

Three items are available in the Metadata category. They are detailed in the table below.



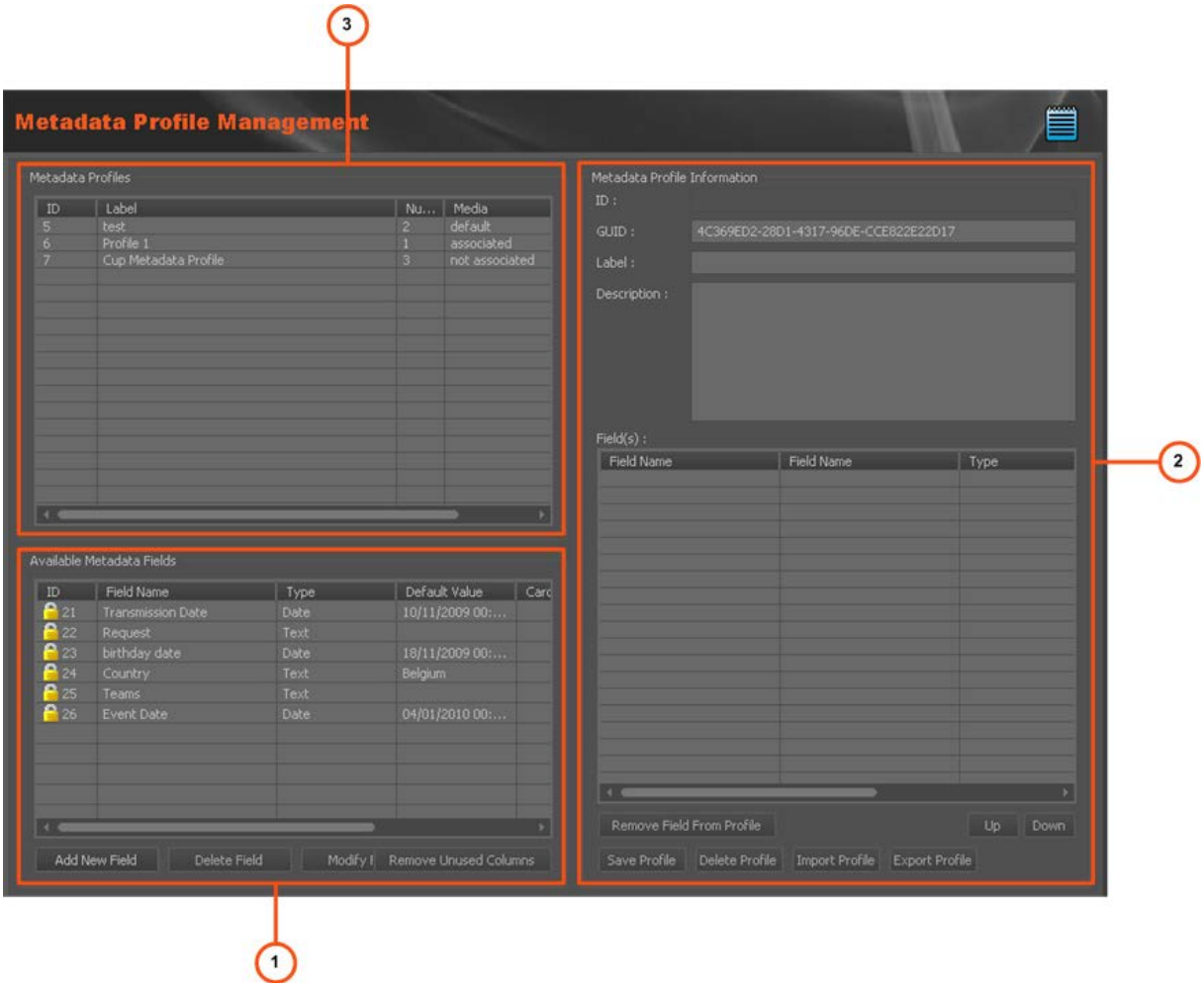
Item	Description
Profile Management	Manages the creation of metadata fields and their association into metadata profiles.
Media Profile Association	Allows the selection of metadata profiles to be available for association with media.
Edit Profile Association	Allows the selection of metadata profiles to be available for association with an edit.

7.2 PROFILE MANAGEMENT

The Metadata Profiles window allows you to define user fields and to associate them into profiles. You can access it by clicking the **Profile Management** button.

It is divided into three areas:

1. Available Metadata Fields
2. Metadata Profile Information
3. Existing Metadata Profiles



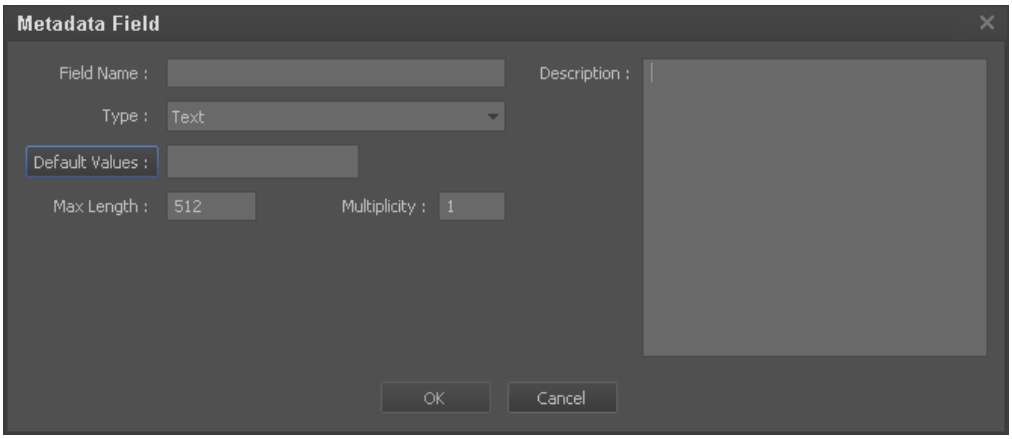
7.2.1 MANAGING USER FIELDS

How to Create User Fields

To create a user field, proceed as follows:

1. Click the **Add New Field** button in the Available Metadata Fields area.

   The Metadata Field dialog box opens:



2. Complete the following fields

Field	Description
Field Name	Name you want to give to the user field.
Type	Six types of user fields are available. They will appear as follows in Xedio CleanEdit: **Boolean** — True or False values. **Combo** — Drop-down list of values defined at creation **Date** — Date field with drop-down arrow giving access to a calendar. **Number** — Number field with up and down arrows to increase or decrease the value. **Text** — Free text field **Timecode** — Timecode field
Default Values	Possibility to define a default value to be used for the user field. The default value is enabled when the **Default Values** button is surrounded by a red line.
Description	Optional text to describe the user field.
Field Values (combo option)	Right-click in the field and select **New** to define a value for the drop-down list.

3. Click the OK button.

How to Modify a User Field

To modify the properties of a user field, proceed as follows:

1. Select it in the list
2. Click the Modify Field button
3. Enter new values in the relevant fields
4. Click the OK button.

If the user field is used in a profile, only the Label and the Description fields can be edited.

A padlock icon indicates that the user field has been associated to a media/edit.

How to Delete a User Field

To delete a user field, proceed as follows:

1. Select it in the list
2. Click the Delete Field button.

It can only be deleted if it is not used in a profile.

7.2.2 MANAGING METADATA PROFILES

How to Create a Metadata Profile

To create a metadata profile, proceed as follows:

1. complete the following fields in the Metadata Profile Information area

Field	Description
ID	Internal ID automatically filled by the system.
GUID	Mandatory parameter pre-filled with a unique ID. This GUID is particularly important if the media/edit is exported with its custom metadata to IPDirector. Enter the same GUID for this metadata profile in Xedio Manager as the matching metadata profile existing in IPDirector, so IPDirector will recognize the profile and not create a new one.
Label	Name you give to the profile. Use the log sheet profile name existing in IPDirector if you want to export A/V Material with its metadata in IPDirector.
Description	Optional text to describe the metadata profile.

2. Select the list of user fields you want to use in the profile: select a user field in the Available Metadata Fields area and drag it to the Metadata Profile Information area.
3. Click the Save Profile button. The metadata profile will then be displayed in the Metadata Profiles area.

How to Modify a Metadata Profile

To modify a metadata profile, proceed as follows:

1. Select it in the Metadata Profiles area
2. Add user fields from the Available Metadata Fields area to the Metadata Profile Information area, or

   select a user field in the Metadata Profile Information area and click the Remove Field from Profile button.
3. Click the Save Profile button.

It can only be edited if it is not selected for use in the Media or Edit Profile Association.

How to Delete a Metadata Profile

To delete a metadata profile, proceed as follows:

1. Select it in the Metadata Profiles area
2. Click the Delete Profile button in the Metadata Profile Information area.

It can only be deleted if it is not selected for use in the Media or Edit Profile Association.

7.3 MEDIA PROFILE ASSOCIATION

The Media Metadata Profile Table Association window allows you to select the profiles you want to make available to the users.

You can access it by clicking the **Media Profile Association** button.

The following fields are displayed in the window:

Field	Description
Description	Automatically filled by the system for the selected profile with the description text entered at profile creation.
Available	Displays the list of existing profiles available for selection.
Selected	Displays the list of profiles which have been selected in the Available list and added thanks to the **Add** button. Profiles can be removed from the Selected list and be made available in the Available list again by using the **Remove** button. Each user field from the selected profiles could be displayed in additional column in Media > Manager from the Xedio Manager and in the Media Manager tab from the Xedio CleanEdit.

Field	Description
Default Profile	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to a media.

The Save button must be clicked to save changes.

7.4 EDIT PROFILE ASSOCIATION

The Edit Metadata Profile Table Association window allows you to select the profiles you want to make available to the users.

You can access it by clicking the Edit Profile Association button.

The following fields are displayed in the window:

Field	Description
Description	Automatically filled by the system for the selected profile with the description text entered at profile creation.
Available	Displays the list of existing profiles available for selection.
Selected	Displays the list of profiles which have been selected in the Available list and added thanks to the Add button. Profiles can be removed from the Selected list and be

Field	Description
	made available in the Available list again by using the Remove button. Each user field from the selected profiles could be displayed in additional column in Tools > Edits Manager from the Xedio Manager and in the Edit Manager tab from the Xedio CleanEdit.
Default Profile	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to an edit.

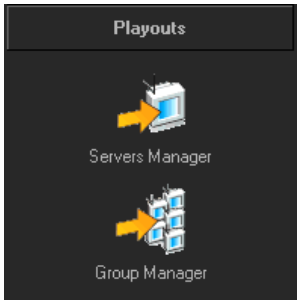
The Save button must be clicked to save changes.

8. Playouts

8.1 INTRODUCTION

The servers which will be used for payout must be defined and their parameters must be set in Xedio Manager. They will then be available in the Playout Organizer application.

Two items are available in the Playouts category. They are detailed in the table below.



Item	Description
Servers Manager	Defines hardware setup and parameters for each playout server.
Group Manager	Allows to create groups of playout servers that make playout channels visible only from specific Playout Organizer workstations.

8.2 SERVERS MANAGER

8.2.1 INTRODUCTION

When you click the **Servers Manager** button, the Playout Servers Manager window is displayed in the Work area, allowing you to define each physical machine to be used for playout.

8.2.2 CREATING AND CONFIGURING A PLAYOUT SERVER

To create and configure a playout server, complete the following fields and then click on the **Create** button.

The playout server name is added to the list on the left side of the window and "PCX" then "Channel 1" appear underneath, which corresponds to the playout channel.

Field	Description
Label	Name you give to the playout server, as it will appear in the list.
Playout Group	List of predefined playout groups. The GLOBAL option makes the playout server available from all Playout Organizer workstations.
IP Address	IP address of the playout server.
Port (default = 4021)	Port used for the playout.
Description	Optional text to describe the playout server.
Card1 / 2 / 3	Type of card used. Several cards could be used but it is not advisable.

8.2.3 MODIFYING THE PLAYOUT SERVER PROPERTIES

To modify the properties of a playout server, select it in the list, enter new values in the relevant fields, and click the **Update** button.

8.2.4 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

A contextual menu is available when you select a playout server in the list and then right-click:

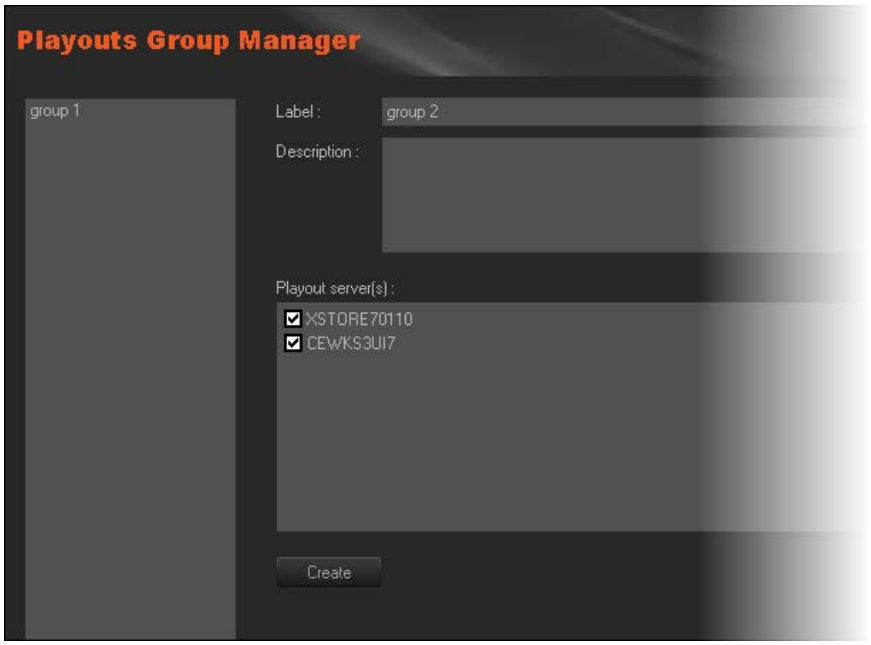
Menu Item	Description
Duplicate	Creates a new playout server with the same properties. The term 'duplicated' is added next to the new playout server name.
Delete	Deletes the playout server configuration and removes it from the list.

8.3 GROUP MANAGER

8.3.1 INTRODUCTION

The Playout Servers may be grouped together through the Group Manager. This can be used to group a main server and a backup server. They can then be made visible only from some predefined Playout Organizer workstations.

When you click the **Group Manager** button, the Playouts Group Manager window is displayed in the Work area.



8.3.2 CREATING A GROUP OF PLAYOUT SERVERS

To create a group of playout servers, complete the following fields and then click on the Create button.

The group name is added to the list on the left side of the window.

Field	Description
Label	Give a name to the group of playout servers.
Description	Optional text to describe the group of playout servers.
Playout Servers	Select the playout servers to group together.

Note

A group of playout channels restricts the amount of available channels for specific Playout Organizer workstations. There is one default group, called GLOBAL, that allows a Playout Organizer workstation to “see” all channels when it is selected.

8.3.3 DELETING A GROUP OF PLAYOUT SERVERS

To be able to delete a group of playout servers, you first need to clear the playout servers boxes and click the Update button.

Then, right-clicking the group name will show you a contextual menu with the Delete Group option.

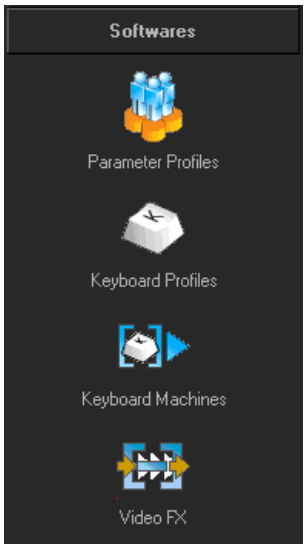
9. Softwares

9.1 INTRODUCTION

The parameters specific to the various applications of the Xedio Suite can be stored into different profiles. These profiles can then be selected for use by users.

Keyboard shortcuts can also be defined and stored into profiles. These profiles are linked to the workstation.

Four items are available in the Softwares category. They are detailed in the table below.

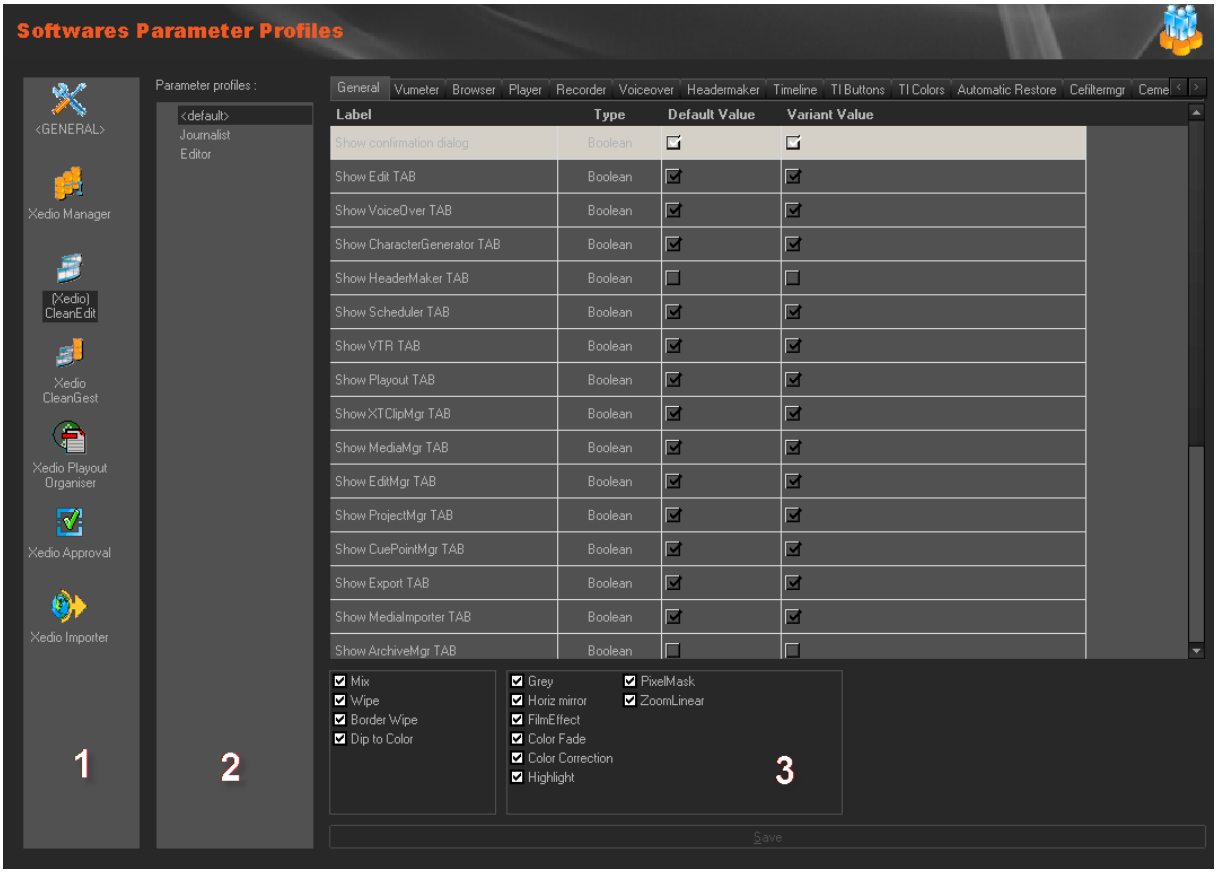


Item	Description
Parameter Profiles	Makes it possible to set and store the software parameters of all applications into profiles.
Keyboard Profiles	Makes it possible to set and store the keyboard key assignments into profiles.
Keyboard Machines	Allows to assign defined keyboard profiles to workstations.
Video FX	Allows to set the name and the default parameters for the transition effects.

9.2 PARAMETER PROFILES

9.2.1 INTRODUCTION

When you click the **Parameter Profiles** button, the Softwares Parameter Profiles window is displayed in the Work area. It is divided into three areas:



Nr	Area	Description
1	Application Selection area	This area displays the applications icons for which it is possible to manage parameters and profiles.
2	Profile Selection area	This area displays the available profiles that can be managed, relating to the selected application.
3	Parameters area	This area gives the list of parameters. They can be edited and modified there.

Note

Each Xedio application must have been started and have written registry for its corresponding icons to be available.

9.2.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENU

A contextual menu is available when an application is selected in the Application Selection area and you right-click in the Profile Selection Area:

Menu Item	Description
New	Opens the New Param Profile window where you can enter a name for the new profile in the **Label** field.
Modify	Opens the Modify Param Profile window allowing to update the label or description of the selected parameter profile.
Delete	Deletes the selected parameter profile. **Note** It is not possible to remove a profile that is currently in use. An error message will be shown if this is attempted.
Import from File	Import a parameters profile stored in a .ini format. In the Open window, select the file that contains the parameters profile to import.
Import Default	Import a parameters profile stored in a .ini format as the default parameter profile. In the Open window, select the file that contains the parameters profile to import.
Export to File	Exports the selected parameters profile in a readable file (.ini format). In the Save As window, select the folder to export the file to.
Export to Text	Exports the selected parameters profile in a text file format (.txt format). In the Save As window, select the folder to export the file to.

9.2.3 LIST OF <GENERAL> PARAMETERS

The GENERAL profile gives access to the following lists of parameters (tabs).

General

Allows to backup EVS video server	When selected: the backup of EVS video server is allowed.
Auto Refresh Filtering	When selected: each time a new criterion is added to a filter, the search is automatically started without pressing Return or clicking the Search button.
Can select ClassList node	When selected: enables the selection of a class list node rather than only the deepest sub-items.
Confirmation window to backup EVS video server	When selected: displays a confirmation window before the backup operation of an EVS video server.
Default video aspect ratio	Video Ratio used in thumbnail generation and during rendering operations Possible values: 4/3 or 16/9
Default high bitrate video width	Free text field to define the default horizontal resolution for hi-resolution video files (width in pixels)
Default Proxy Video Frequency	Default video frequency for Proxy video browsing, editing and encoding
Default Proxy Video Resolution	Default video resolution for Proxy video browsing, editing and encoding
Default video standard	Video supported by the Dispatcher in the current session (You cannot mixed PAL and NTSC). This parameter is also used during rendering to upscale or not the media Possible values: PAL SD, NTSC drop SD, HD 1080i @50, HD 720p @50, HD 1080i @59,94, HD 720p @59,94.
Default XT Growing Clip Duration	Field to define the default duration for XT growing clip.
Gop browsing accuracy for hi-res player	Defines the value under which the player display will be updated when browsing the nowline (ms).
Gop browsing accuracy for lo-res player	Defines the value under which the player display will be updated when browsing the nowline (ms).
Grab Still Frame Folder	Field to define the default folder to store grab image file.
Grab Still Frame Prefix	Field to define the default prefix for the resulting grab image file.

General

Notification Center IP address	Free text field to define the IP address of the notification center.
Notification center network port	Free text field to define the port number of the notification center.
Odd Frame Clipping	When selected: enables clipping on odd frames when working with P resolution in all players and timelines.

Note

This parameter should only be set for full progressive workflows.

Precise browsing accuracy for hi-res player	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
Precise browsing accuracy for lo-res player	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
XedioBroker IP address	Free text field to define the IP address of Xedio Broker.
XedioBroker network port	Free text field to define the port number of Xedio Broker.
XT Clip creation default clipname	Free text field to define the default clip name when creating an XT clip.

Audio

Default Input Audio Track Assignment	Defines the default audio channel assignment for the imported media files (other than server clips and encoder ingests). The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign. Refer to the section 'How to Define New Default Audio Channel Assignment' on page 76.

Note

Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will be used instead of the default ones on the workstation.

Default Rendering Audio Track Assignment	Defines the default audio channel assignment for rendered files. The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign.

Audio	
	Refer to the section 'How to Define New Default Audio Channel Assignment' on page 76.
Default XT Input Audio Track Assignment	Defines the default audio channel assignment for the media files (server clips only).The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a '|' sign. Refer to the section 'How to Define New Default Audio Channel Assignment' on page 76.
Enable 5.1 management	Enables the creation of 5.1 tracks in CleanEdit timeline. The 5.1 audio support in CleanEdit works only with EVS video server clips. Each track created in the CleanEdit timeline allows the user to place and manage audio blocks from server clips, behind which a group of 6 audio channels are handled.

How to Define New Default Audio Channel Assignment

To define a new default audio channels assignment, right-click the Variant Value and select one of the options of the contextual menu.

- Source: when this option is selected, the audio track assignment from the source media will be used.
- Custom: this opens the Audio Track Assignment window from which you can select the required number of channels and assign channels to tracks.

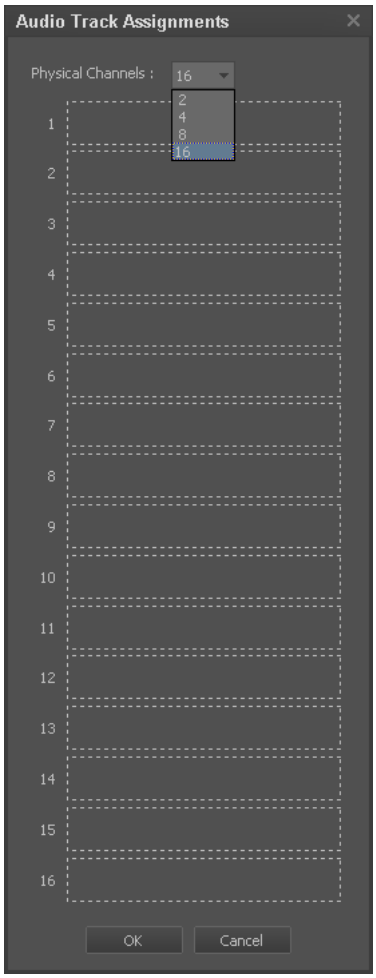
  You will be able to define configurations with:

  - up to 8 stereo pairs
  - up to 5 stereo pairs and one 5.1 group
  - up to 2 stereo pairs and two 5.1 groups.

To do so, proceed as follows.

1. Double-click the Variant Value field.

   The Audio Track Assignment window is displayed.



2. From the **Physical Channels** list, select the required number of channels.

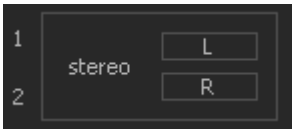
3. Right-click an audio channel field.

   The following contextual menu appears:

4. Select one of the options:

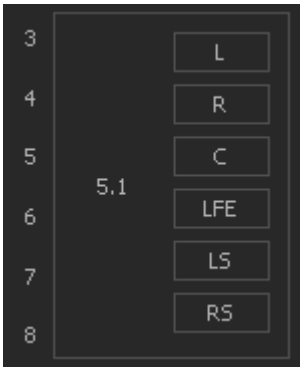
   - Stereo

     Two audio channels are used

   - 5.1

     Six audio channels are used

5. Repeat steps 3 and 4 for the remaining channels.

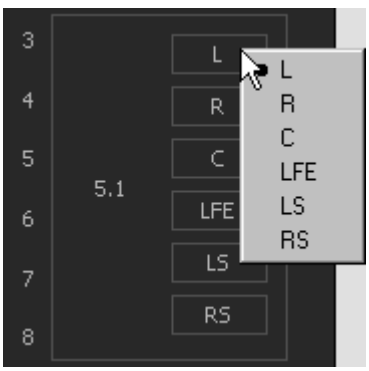
6. If required, you can re-assigned the order of the channels inside a group. Follow steps 6 and 7.

   Right-click an audio channel field.

   The following contextual menu appears:

   - Stereo:

   - 5.1:

7. Select one of the options.

   Consequently, two channels will have the same name within a group. So the group is displayed in red.

   You will not be able to save the changes until this is solved.

Automatic Restore	
Restore Type	Option list to select the restore type to be used for automatic restore process. Possible values: • Full Restore: restores the whole media • Partial Restore: restores only the useful section of the media used in the edit for which a restore is requested.

Import	
Imported FileName Format	Free text field to define the imported filename format for XDCAM import. The following items can be used: %LABEL – Label given by Xedio user %NAME – Clip Name %CLASSID – Class ID %TCIN – Timecode IN %TCOUT – Timecode OUT %CLIPTYPE – Clip Type, e.g. DV_50i, P2HD_100i) %USER – Xedio Username %DURATION – Timecode Duration %YEAR – Current Year %MONTH – Current Month %DAY – Current Day Number %HOUR – Current Hour %MIN – Current Minute %SEC – Current Second %MSEC – Current Millisecond

Import		
	%SDYEAR	Shooting Date – Year
	%SDMONTH	Shooting Date – Month Number
	%SDDAY	Shooting Date – Day Number
	%GUID	Clip GUID
Use Long Clip Name	When selected: the long clip name is used as media label.	

Vumeter	
Bottom level of Vumeter	Field to define the db value of vu-meter bottom level. It is the audio level difference (in dB) compared the 0 level (audio level of the source media) and corresponding to the bottom of the green zone in the audio meters
Saturation level of Vumeter	Field to define the db value of vu-meter saturation level. It is the audio level difference (in dB) compared to the 0 level (audio level of the source media) and corresponding to the bottom of the red zone in the audio meters
Top level of Vumeter	Field to define the db value of vu-meter top level. It is the audio level (in dB) of the source media and corresponds to the top of the red zone in the audio meters.
Warning level of Vumeter	Field to define the db value of vu-meter warning level. This value corresponds to the beginning of the orange area in the vu-meter.

Note

The default values for audio vumeter levels differ in Xedio and in Final Cut Pro.

It is therefore normal to see the same media reaching the red zone in Xedio while it is still in the orange zone in FCP.

If you want to have the same audio meter display in both applications, you can match the audio meter default values in Xedio Manager to the FCP values.

9.2.4 LIST OF PARAMETERS FOR XEDIO MANAGER

The Xedio Manager profile gives access to the following lists of parameters (tabs).

General	
Convert IP to Machine Name	When selected: the IP address is converted to machine name for display.

Cefiltermgr	
Max Date Interval	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
Max Result Set Size	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).
Recent Date List	Free text field to define the dates to be displayed in 'recent dates' drop-down lists.

Cemediaimport	
Enable Audio Track Assignment Dialog	When select: Enables the display of audio track assignment dialog tab in the Setup window during an import.
Canon	When selected: Allows import from Canon device.
Enable RTD Import	When selected: Allows import of RTD files
P2	When selected: Allows import of files with P2 format
PlayXTClip	When selected: Allows server clip to be viewed in a player
PlayXTTrain	When selected: Allows server train to be viewed in a player
Enable Image Import	When selected: Allows import of image (stills files)
Enable Stills Key Import	When selected: Allows import of stills with key files
Enable Video Import	When selected: Allows import of video files
Enable Wave Import	When selected: Allows import of files with wave format
Enable XDCam Import	When selected: Allows import of files with XDCam format
XDCamEX	When selected: Allows import from XDCamEX device

Cemediaimport	
Allow XT Import	When selected: Allows import of server clips

Media Manager	
LoResGen Media Server	Xedio Media server where the low-resolution media file shall be (re)generated.
LoResGen Rendering Profile	Low-resolution rendering profile used to generate the low-resolution media file.

Scheduler	
Scheduler Published	Default value of the Publish check box when creating a record from the Scheduler. Possible values are: published, not published or previous state.
Scheduler ReadOnly	When selected: restricts the Scheduler access to read-only; records cannot be created or modified.

9.2.5 LIST OF PARAMETERS FOR XEDIO CLEANEDIT

The CleanEdit profile gives access to the following lists of parameters (tabs).

An Effects area is displayed in the lower part of the window. Selecting effects allows the users to use them in CleanEdit. Refer to the Xedio CleanEdit manual for a description of each effect.

General	
Auto Refresh Filtering	When selected: each time a new criterion is added to a filter, the search is automatically started without pressing Return or clicking the Search button.
Check for missing hires files	When selected, checks for missing hi-res files in the edit timeline and displays a small yellow triangle over each missing clip in the timeline.
Active Window Color	Option list to select the color used for the rectangle under the active Player area or Recorder area.
Show confirmation dialog	When selected: Shows a confirmation dialog window when doing delete actions

General	
Automatic Edit ID Generation	Enables automatic Edit ID generation and selects the generation method. Possible values: • None • IDDB: unique in the DB but maybe not across several DB • UUID: Universally Unique Identifier (UmID)
Read Only Edit ID	When selected: sets the Edit ID property to read-only
EVS Server Ganging Type	Field to enter a value corresponding to a camera ganging type. 0: XT input cameras 1: IPDirector metadata 2: mixed (first tries IPD metadata then XT input cams)
External Cue Point – Ranking 0 Color	Color used, in the media bar of the Player, to represent a log with the default ranking assigned
External Cue Point – Ranking * Color	Color used, in the media bar of the Player, to represent a log with a ranking * assigned
External Cue Point – Ranking ** Color	Color used, in the media bar of the Player, to represent a log with a ranking ** assigned
External Cue Point – Ranking *** Color	Color used, in the media bar of the Player, to represent a log with a ranking *** assigned
Mandatory Edit On-air Date	When selected: the on air date of an edit is mandatory
Show ArchiveMgr TAB	When selected: shows the ArchiveMgr TAB in CleanEdit
Show Devices TAB	When selected: shows the Devices TAB
Show Edit TAB	When selected: shows the Edit TAB
Show EditMgr TAB	When selected: shows the EditMgr TAB
Show HeaderMaker TAB	When selected: shows the Header Maker TAB
Show MediaImporter TAB	When selected: shows the MediaImporter TAB
Show MediaMgr TAB	When selected: shows the MediaMgr TAB
Show Playout TAB	When selected: shows the Playout TAB
Show ProjectMgr TAB	When selected: shows the ProjectMgr TAB

General	
Show Export TAB	When selected: shows the Export TAB
Show Scheduler TAB	When selected: shows the Scheduler TAB
Show TaskViewer TAB	When selected: shows the TaskViewer TAB
Show CharacterGenerator TAB	When selected: shows the CharacterGenerator TAB
Show VoiceOver TAB	When selected: shows the VoiceOver TAB
Show VTR TAB	When selected: shows the VTR TAB
ThumbnailWidth	Width used for new thumbnails (Height is found according to the 4/3 ratio)
User Cue Point Color	Color used, in the media bar of the Player, to represent a log entered by the logged user.

Archive	
Archive Default Priority	Field to enter a value corresponding to the default archive request priority. This value is transmitted when the system is integrated with DIVA. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
Archive Hi Res	When selected: archives high resolution files when an archiving is requested.
Archive Low Res	When selected: archives low resolution files when an archiving is requested.
Delete Free Files	Not implemented
Delete Hi Res	When selected: deletes high resolution files after archiving.
Delete Low Res	When selected: deletes low resolution files after archiving.
Restore Default Priority	Field to enter a value corresponding to the default restore request priority. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
Restore Hi Res	When selected: restores high resolution files
Restore Low Res	When selected: restores low resolution files

Archive	
Check Locked Media in Media List	When selected: allows the user to check for locked media.

Automatic Restore	
Restore Priority Edit Clip	Field to enter a value corresponding to the Restore Priority when a clip is dropped in the timeline or when Edit Play date is modified. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
Restore Priority R2B	Field to enter a value corresponding to the Restore Priority when an Edit is set to Ready to Broadcast. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.

Browser	
Base for new project	Free text field to enter the default base name for a new project.
Base for new edit	Free text field to enter the default base name for a new edit.
Base for new clip	Free text field to enter the default base name for a new clip.
Video standard selection	When selected: enables the selection of the video standards.

Cefiltermgr	
Allow Change Edit Properties	When selected: allows the user to change edit properties in Edit Manager.
Allow Change Media Properties	When selected: allows the user to change media properties in Media Manager.
Max Date Interval	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
Max Result Set Size	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).
Recent Date List	Free text field to define the dates to be displayed in ‘recent dates’ drop-down lists.

Cemediaimport	
Audio Track Assignment Dialog	When selected: Enables the display of audio track assignment dialog tab in the Setup window during an import.
Automatic Device Scan	When selected: Automatically scans devices at start up.
Canon	When selected: Allows import from Canon device.
Kmt	When selected: Allows import of RTD files
P2	When selected: Allows import of files with P2 format
PlayXTClip	When selected: Allows server clip to be viewed in a player
PlayXTTrain	When selected: Allows server train to be viewed in a player
Stills	When selected: Allows import of image (stills files)
Stills Keys	When selected: Allows import of stills with key files
Video	When selected: Allows import of video files
Wave	When selected: Allows import of files with wave format
XDCam	When selected: Allows import of files with XDCam format
XDCamEX	When selected: Allows import from XDCamEX device
XT	When selected: Allows import of server clips

Cerendering2	
Available XTNr	Free text field to enter a comma-separated list of numbers for available EVS video server. If the field is left empty, all numbers between 1 and 30 are allowed.
Id RTProf Agent	Field to enter the DB ID of RTProf agent. If the field is set to 0, the first available agent with a name containing 'RTProfAgent' is fetched from DB.
Id Shell Agent	Field to enter the DB Id of Shell agent. If the field is set to 0, the first available agent with a name containing 'ShellAgent' is fetched from DB.
Id To XT Agent	Field to enter the DB Id of ToXT agent. If the field is set to 0, the first available agent with a name containing 'ToXTAgent' is fetched from DB

Cerendering2	
Show To CleanEdit	When selected: shows the 'To CleanEdit' TAB
Show To Device	When selected: shows the 'To Device' TAB
Show To File	When selected: shows the 'To File' TAB
Show To Target	When selected: shows the 'To Target' TAB

Cg	
Default CG Duration	Field to enter the default duration for a new CG.
Default CG Fade IN Duration	Field to enter the default duration for a CG Fade IN effect.
Default CG Fade OUT Duration	Field to enter the default duration for a CG Fade OUT effect.
Enable Import Picture	When selected: enables the **Import Picture** button.
Enable Save As Template	When selected: enables the **Save as template** button.

DeviceFilter	
Allow CDRom	When selected: Allows scanning CDRoms to find media. This parameter needs to be active for XDCAM disk access.
Allow Fixed Drive	When selected: Allows scanning local hard disks to find media
Allow Ram Disk	When selected: Allows scanning Ram disks to find media
Allow Remote Drive	When selected: Allows scanning network drives to find media
Allow Removable Drive	When selected: Allows scanning USB drives to find media
Allow To Change Extensions	When selected: Allows to change the list of default file extensions supported during the media referencing from a drive. Change is possible from the drive creation window or the drive edit window.
Days Before Media Purge	Delay between two unused media purge
Delay Between Volume Check	Time in seconds between automatic rescan on removable disk if there is a change

DeviceFilter	
Extensions	List of default file extensions supported by Xedio CleanEdit during the media referencing from a drive. This parameter is used as default value during the drive creation.
Max Depth	Number of directory levels checked when scanning for media.
Media ClassId	Class ID assigned to the media during its referencing in Xedio CleanEdit.
Media Description	Default text to describe the media and assigned to the media during its referencing in Xedio CleanEdit.
Media External Ref	Default text for the external reference of the source support assigned to the media during its referencing in Xedio CleanEdit.
Media Global Shooting Date	The global shooting date is assigned to the media during its referencing in Xedio CleanEdit. This parameter is a numeric value to define how the global shooting date is assigned: Possible values: • 0: date retrieved from the XML file and corresponding to the date when the media was recorded by the camera. • >0: date provided by the application .and corresponding to the date when the media was referenced in Xedio Dispatcher.
Media label	Default name assigned to. the media during its referencing in Xedio CleanEdit.
Media Metadata XML	This field is left empty by default.

HeaderMaker	
Template Path	Free text field to enter the path to HeaderMaker template.

Media List	
Max Result Sel Size	Field to define the maximum number of items which will be displayed in the Elements grid after (0 = no limit).

Player

Player	
Auto Clip IN	Amount of fields before the entry point of a clip when using the auto-clipping tool (Alt+Space bar).
Auto Clip OUT	Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
Enable Deinterlace Menu	When selected: enables the Deinterlacer menu (hi-res mode only).
Jog Audio Threshold HI	Field to enter the jog browsing speed limit for the audio to be decoded in hi-res.
Jog Audio Threshold LO	Field to enter the jog browsing speed limit for the audio to be decoded in lo-res.
Jog Range HI	Field to enter the jog range in hi-res.
Jog Range LO	Field to enter the jog range in lo-res.
PrevNextX	Field to enter the number of fields to jump when Alt key is used with Prev and Next buttons.
Shift Speed Max	Field to enter the speed rate for super fast forward and rewind tools when used together with the Shift key.
Speed Max	Field to enter the speed rate for fast forward and fast rewind tools.
XT Clip Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
XT Stream Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling streams.
XT Train Only View Enable	When selected: the clip creation on XT train is disabled.

Recorder	
Enable Deinterlace Menu	When selected: enables the Deinterlacer menu (hi-res mode only).
PreRoll	Field to enter the Preroll time, in fields, used to play previous/next transition
PrevNextX	Field to enter the number of fields to jump when Alt key is used with Prev and Next buttons.
RollBoth	When selected: enables the left roller and right roller tools.
RollLeft	When selected: enables the left roller tool

Recorder	
RollRight	When selected: enables the right roller tool
RollTurn	When selected: enables the clip roller tool

Scheduler	
Read Only	When selected: restricts the Scheduler access to read-only; records cannot be created or modified.

Timeline	
Audio Auto FX	When selected: enables automatic audio transition effect.
Audio Effects	When selected: enables graphical audio transition effects adjustments when zooming audio tracks
Audio Fade IN Dur	Field to enter the duration, in fields, of the audio fade effect at the IN point. This will be displayed in the “fx” dialog box, “Audio fade” tab.
Audio Fade IN Pos	Option list to select the position of the audio fade effect at the IN point. This will be displayed in the “fx” dialog box. Possible values: None, Before OUT, Centered, After OUT.
Audio Fade OUT Dur	Field to enter the duration, in fields, of the audio fade effect at the OUT point. This will be displayed in the “fx” dialog box, “Audio fade” tab.
Audio Fade OUT Pos	Option list to select the position of the audio fade effect at the OUT point. This will be displayed in the “fx” dialog box. Possible values: None, Before OUT, Centered, After OUT.
Audio Level Adjust	Field to enter the default audio level value to be displayed in the FX dialog box.
Audio Level Max	Field to enter the maximum audio level adjustment value to be displayed in the FX dialog box.
Audio X Fade Dur	Field to enter the default audio fade duration to be displayed in the “fx” dialog box, “Audio fade” tab.
Audio X Fade Pos	Option list to select the audio cross fade position. Possible values: None, Before OUT, Centered, After OUT.
Block Font Height	Field to enter the text font size in timeline block.
Block Font Name	Option list to select the text font name in timeline block.

Timeline	
Can Accelerate	When selected: enables fast motion.
Clips Move	Field to enter the number of fields to shift the selected clips, to the left or to the right, when used in combination with + or – key.
Clips Move Sensibility	Field to enter the mouse sensitivity value when selecting and moving blocks inside the timeline.
Color Block Width	Field to enter the size of the color area within timeline blocks.
Default Audio Trans FX	Option list to define the default audio transition effect. Possible values: None, Fade OUT, Fade IN, Cross Fade.
Default Video Trans FX	Option list to define the default video transition effect. Possible values: Mix, Wipe, Border Wipe, Dip to Color.
Fast Motion Clip HR	Option list to select the transcoding codec used for the rendering of hi-res Fast Motion Clip. Possible values: list of codecs available with the current release package.
Fast Motion Clip LR	Option list to select the transcoding codec used for the rendering of lo-res Fast Motion Clip. Possible values: list of codecs available with the current release package.
Fx Tab Audio Fade	When selected: enables the Audio Effect tab in the Fx dialog.box.
FX Tab Audio Level	When selected: enables the Audio Level Adjustment tab in the FX dialog box.
FX Tab Color Ins	When selected: enables the Color Clip Tool tab in the FX dialog box.
Fx Tab Video Fade	When selected: enables the video Fade tab in the FX dialog box. Note: this is not supported.
Guardband Frames	Field to enter the minimum duration value when adjusting clip duration using the rollers.
Graphics Insert Duration	Field to enter the default duration for inserted graphics.
Magnet Pixels	Field to enter the sensitivity value of the magnetic effect during drag-and-drop operations on timeline clips.
Max Display DB	Field to enter the maximum displayed value for audio level.

Timeline	
Max Fast Motion Speed	Field to enter the maximum allowed value in the Fast Motion speed dialog box (in percent) if the 'CanAccelerate' parameter is set to 1.
Reset To Default	When selected: resets the toolbar when creating a new edit
Show Audio Matrix Buttons	When selected: displays the Audio Matrix button in the CleanEdit interface.
Show Default Audio Channel Buttons	When selected: displays the Default Audio Channel buttons.
Show TC In Out	When selected: displays the timecodes (IN and OUT) in the timeline blocks.
Tag_External Graphics	When selected: enables the External Graphics tab in tag properties dialog box.
Tag_Logo Insertion	When selected: enables the Logo Insertion tab in tag properties dialog box.
Tag_Viz	When selected: enables the Viz tab in tag properties dialog box.
Tag Default Duration	Field to enter the default tags duration.
Tag Label List	When selected: uses label list for tags. Otherwise, free text is used.
Tag Properties	When selected: enables the Tag Properties dialog box and the Add Tag option from contextual menu.
Use Tag Labels	When selected: enables the Label field in the External Graphics tab of the Tags dialog box.
Use Tag Templates	When selected: enables the Template field in the External Graphics tab of the Tags dialog box.
Video Auto FX	When selected: enables automatic video transition effect.
Video Color Dur	Field to enter the length of the clip created with the 'color insertion tool'.
Video Color Ins	Option list to select the color of the clip created with the 'color insertion tool'.
Video Effects	When selected: enables video transition effects adjustments.

TL Buttons	
Afx	When selected: displays the AFX button above the timeline.
Align Left	When selected: displays the Align Left button above the timeline.
Align Right	When selected: displays the Align Right button above the timeline.
Blank Clear	When selected: displays the Blank Clear button above the timeline.
Blank Delete	When selected: displays the Blank Delete button above the timeline.
Blank Fill	When selected: displays the Blank Fill button above the timeline.
Clip Selector	When selected: displays the Select All button (after/before nowline) above the timeline.
Color Insert	When selected: displays the Color Insert button above the timeline.
Cue	When selected: displays the Cue Tool button above the timeline.
Cut Copy Paste	When selected: displays the Cut, Copy and Paste buttons above the timeline.
Extend	When selected: displays the Extend button above the timeline.
Extend Slow	When selected: displays the Extend Slow button above the timeline.
Extend Still	When selected: displays the Extend Still button above the timeline.
Fx	When selected: displays the FX button used to call the FX the dialog box above timeline.
In Out Delete	When selected: displays the In Out Delete button above the timeline.
Invert	When selected: displays the A/B button above the timeline.
Mark Clip	When selected: displays the Mark Clip button above the timeline.
Mark IN	When selected: displays the Mark In button above the timeline.
Mark OUT	When selected: displays the Mark Out button above the

TL Buttons	
	timeline.
Mark Reset	When selected: displays the Mark Reset button above the timeline.
Move Frame	When selected: enables the Move Frame edit zone.
Overwrite	When selected: displays the Insert/Overwrite button above the timeline.
Rendering	When selected: displays the Rendering button above the timeline.
Split	When selected: displays the Clip Split button above the timeline.
Undo Redo	When selected: displays the Undo and Redo buttons above the timeline.
Vfx	When selected: displays the VFX button above the timeline.

TL Colors	Option list to select the…
Audio Block	Audio block color
Audio Block With FX	Color for audio block with FX
Audio Hatching	Audio block hatching color
Audio Text	Audio block text color
Audio Trace Color	Audio level color
Drag Audio Trace	Color for the audio level when adjusting
Drag Video Trace	Color for the video transition duration when adjusting
Mark IN	Mark IN line color
Mark OUT	Mark OUT line color
NowLine	Nowline color
Rendered Video Block	Rendered video block color
Selected Blocks	Selected timeline blocks color
Sync Block	Color for audio block which has been moved out of sync with its associated video.
Video Block	Video block color

TL Colors	Option list to select the…
Video Block With FX	Color for video block with FX
Video Hatching	Video block hatching color
Video Text	Video block text color
VO Text	VO block text color
VO With Attenuation	Color for VO block with attenuation
VO Without Attenuation	Color for VO block without attenuation

Voiceover	
Attenuation Auto	When selected: enables the voice over auto-dim mode (automatic attenuation of all the audio channels from the same output than the voice over for the voice over duration).
Attenuation DB	Field to enter the value (DB) for automatic audio level attenuation of audio channels for the voice over duration.
Attenuation Fade	Field to enter the fade length, in fields, to reach the audio level set with the Attenuation DB parameter. The recommended value for voice over with an external mixer is 2 fields.
Attenuation Pos	Option list to select the Attenuation Fade position. Possible values are: None, before cut, centered, after cut.
Latency Delay Offset (msec)	Field to enter a value for audio signal latency (delay) when using an external audio capture device.
PreRoll	Field to enter the Preroll time, in fields, used to play voice over.
Text Mask	Field to enter the voice over default base name.

9.2.6 LIST OF PARAMETERS FOR XEDIO INGEST

The Xedio Ingest profile gives access to the following lists of parameters (tabs).

General	
Default Media Class	Option list to select the Media class to be used by default during ingest. Possible values: Media classes defined under Media > Class Manager.
Crash published	Option list to define whether a crash record will automatically be published. Possible values: Not Published, Published, Previous State.
Show VTR	When selected, shows the VTR parameters.

Scheduler	
Scheduler published	Option list to define the publish state of the ingest from the Scheduler in Xedio Ingest. Possible values: Not Published, Published, Previous State.

VTR	
VTR published	Option list to define the default value of the Publish box when creating a record from VTR. Possible values: Not Published, Published, Previous State.

9.2.7 LIST OF PARAMETERS FOR XEDIO PLAYOUT ORGANIZER

The Playout Organizer profile gives access to the following lists of parameters (tabs).

Playout Organizer	
Automatic restore priority	When adding an ARCHIDEL clip to a playlist, an automatic restore is launched if the broadcast date and time is foreseen within 24 hours. This parameter sets the priority of the restore. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.

Playout Organizer	
Force Approval	When selected: forces DB objects to be approved before their insertion into a playlist.
Hide Start on time	When selected: hides the **Start on-time** button.

9.2.8 LIST OF PARAMETERS FOR XEDIO BROWSE AND XEDIO BROWSE (VC)

The Xedio Browse profile gives access to the following lists of parameters.

General	
Lock Published	When selected: items are locked as soon as they have been published.
Lock Treated	When selected: items are locked as soon as they have been treated.
Test Overlap	When selected: a check is performed to ensure that no overlapping virtual media are created.
Text Mask	Field to enter the default base name for a new virtual media.

Cefiltermgr	
Max Result Set Size	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).

Player	
Enable Deinterlace Menu	When selected: enables the deinterlacer menu (hi-res files only).
Jog Range HI	Field to enter the jog range in hi-res.
Jog Range LO	Field to enter the jog range in lo-res.
PrevNextX	Field to enter the number of fields to jump when **Alt** key is used with **Prev** and **Next** buttons.
Shift Speed Max	Field to enter the speed rate for super fast forward and rewind tools when used together with the **Shift** key.
Speed Max	Field to enter the speed rate for fast forward and fast rewind tools.

9.2.9 LIST OF PARAMETERS FOR XEDIO APPROVAL

The Xedio Approval profile gives access to the following lists of parameters.

General	
Lock Validated	When selected: items are locked as soon as they have been validated.

AutomaticRestore	
Restore Priority Edit Clip	Field to enter a value corresponding to the Restore Priority when an edit play date is modified. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.

Cefiltermgr	
Max Result Set Size	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).

Player	
Enable Deinterlace Menu	When selected: enables the deinterlacer menu (hi-res files only).
Jog Range HI	Field to enter the jog range in hi-res.
Jog Range LO	Field to enter the jog range in lo-res.
Play LoRes if HiRes is offline	Play the low resolution file if the high resolution file is not available (e.g. archived). Possible values: 1 = enabled, 0 = disabled.
Video Output Type	Option list to select the video output type. Possible values: VGA, PCX1/PCX2, PCX3.
Output Video Definition	Option list to select the default video output mode for VGA and PCX3. Possible values: SD, HD1080i.

9.2.10 LIST OF PARAMETERS FOR XEDIO IMPORTER

The Xedio Importer profile gives access to the following list of parameters.

Cemediaimport	
Audio Track Assignment Dialog	When selected: enables the display of audio track assignment dialog tab in the Setup window during an import.
Automatic Device Scan	When selected: Automatically scans devices at start up.
Kmt	When selected: allows import of RTD files.
P2	When selected: allows import of files with P2 format
PlayXTClip	When selected: allows server clip to be viewed in a player.
PlayXTTrain	When selected: allows server train to be viewed in a player.
Stills	When selected: allows import of image (stills files).
Stills Keys	When selected: allows import of stills with key files.
Video	When selected: allows import of video files.
Wave	When selected: allows import of files with wave format.
XDCam	When selected: allows import of files with XDCam format.
XDCamEX	When selected: allows import from XDCamEX device.
XT	When selected: allows import of server clips.

9.2.11 LIST OF PARAMETERS FOR XEDIO EXPLORER

The Xedio Explorer profile gives access to the following lists of parameters.

General	
Automatic Edit ID Generation	Enables automatic Edit ID generation and selects the generation method. Possible values: • None • IDDB: unique in the DB but maybe not across several DB • UUID: Universally Unique Identifier (UmID)
Read-Only Edit ID	When selected: sets the edit ID property to read-only.

General	
Program Class to set when checking MOS published	Option list to select the Program Class to be used by default when the exported items are published to the MOS ('Allow to MOS-publish exported edits' option selected). Possible values: Program classes defined under Tools > Program Class Manager.
Displays MOS Publish Indicator	When selected: displays the MOs Publish indicator.
MOS publish default	When selected: select the MOS Publish parameters by default.
Is Program Class set when checking MOS published read-only?	When selected: sets the Program Class even if the 'Read-only Edit ID' option has been selected.

Cefiltermgr	
Allow Change Edit Properties	When selected: allows the user to change the edit properties in Edit Manager.
Allow Change Media Properties	When selected: allows the user to change the media properties in Media Manager.
Max Date Interval	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
Max Result Set Size	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
Recent Date List	Free text field to define the dates to be displayed in 'recent dates' drop-down lists.

9.2.12 LIST OF PARAMETERS FOR XEDIO CUTTER

The Xedio Cutter profile gives access to the following lists of parameters.

General	
Automatic Edit ID Generation	Enables automatic Edit ID generation and selects the generation method. Possible values: • None • IDDB: unique in the DB but maybe not across several DB

General	
	• UUID: Universally Unique Identifier (UmID)
Read-Only Edit ID	When selected: sets the edit ID property to read-only.
Program Class to set when checking MOS published	Option list to select the Program Class to be used by default when the exported storyboards are published to the MOS ('Allow to MOS-publish exported edits' option selected). Possible values: Program classes defined under Tools > Program Class Manager.
Displays MOS Publish Indicator	When selected: displays the MOs Publish indicator.
MOS publish default	When selected: select the MOS Publish parameters by default.
Is Program Class set when checking MOS published read-only?	When selected: sets the Program Class even if the 'Read-only Edit ID' option has been selected.

Browser	
Clip Prefix	Prefix for each new clip created in the storyboard. %MEDIALABEL = Name of the original media.
Edit Prefix	Prefix for each new clip inserted in the storyboard. %EDITLABEL = Name of the original edit.

Cefiltermgr	
Allow Change Media Properties	When selected: allows the user to change the media properties in Media Manager.
Max Date Interval	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
Max Result Set Size	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
Recent Date List	Free text field to define the dates to be displayed in 'recent dates' drop-down lists.

Player	
Auto Clip IN	Amount of fields before the entry point of a clip when

Player	
	using the auto-clipping tool (Alt+Space bar).
Auto Clip OUT	Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
Jog Range HI	Field to enter the jog range in hi-res.
Jog Range LO	Field to enter the jog range in lo-res.
PrevNextX	Field to enter the number of fields to jump when Alt key is used with Prev and Next buttons.
Shift Speed Max	Field to enter the speed rate for super fast forward and rewind tools when used together with the Shift key.
Speed Max	Field to enter the speed rate for fast forward and fast rewind tools.
XT Clip Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
XT Stream Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT streams.

Storyboard	
Allow Edits in MOS Brw	Allows drag-and-drop operations of edits
Allow Export to Avid	When selected, allows to export the storyboard to AVID.
Allow Export to File	When selected, allows to export the storyboard as a file.
Allow Export to Playlist	When selected, allows to export the storyboard to a playlist.
Allow Text Insertion	Allows to insert text
Output All Stereo to ST1	Only applicable for “all stereo” edits, not for 5.1. When selected: all stereo tracks are mixed out to ST1. Otherwise: ST1 to ST1, ST2 to ST2, ST3 to ST3,...

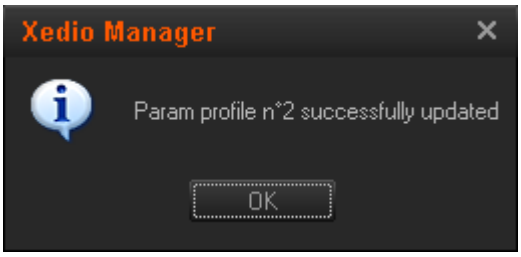
9.2.13 How to Edit a Parameter Profile

To edit the parameters values of a profile, proceed as follows:

1. In the Application Selection area, select the application in which a parameter profile should be edited.
2. Select the profile in the Profile Selection area.
3. In the Parameters area, edit the desired parameters in the Variant Values column
   - by selecting or clearing the box corresponding to a parameter (check box)
   - by adding the required value (field to enter a value)
   - by selecting the required value (option list)

   The default values can be changed by editing the <default> profile.
4. Click the Save button to save the selected profile.

   A dialogue box will show a successful update:



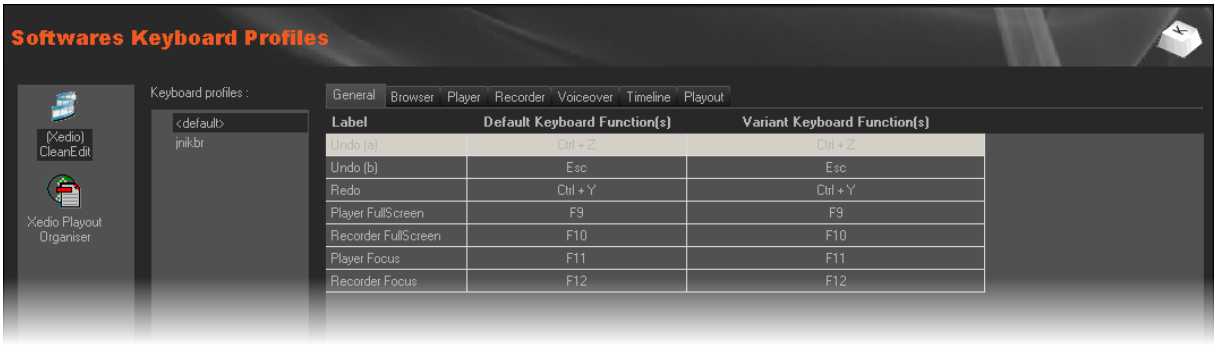
Note

The modifications from the <default> profile are highlighted in the Parameters area.

9.3 KEYBOARD PROFILES

9.3.1 INTRODUCTION

When you click the **Keyboard Profiles** button, the Softwares Keyboard Profiles window is displayed in the Work area. It is divided into three areas such as the Softwares Parameter Profiles window. Refer to section 9.2 'Parameter Profiles' on page 71 for more information.



The keyboard profiles editor manages the key assignments for the software applications within the Xedio suite.

9.3.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENU

A contextual menu is available when an application is selected in the Application Selection area and you right-click in the Profile Selection Area. Refer to section 9.2.2 'Possible Actions with Contextual Menu' for the parameters profiles on page 72 for a description of the various options.

9.3.3 HOW TO EDIT A KEYBOARD SHORTCUT

To edit a keyboard shortcut, proceed as follows:

1. Select the application for which you want to edit the keyboard shortcut.
2. Select the profile to be edited.
3. Double click on an existing shortcut definition in the **Variant Keyboard Functions** column.
4. Enter the new shortcut in the Key Assignator dialog box. It can be a combination with SHIFT/ALT/CTRL, etc...
5. Click the OK button
6. Click the **Save** button at the bottom of the window to save the selected profile.

Note

The <Default> profile can also be edited.

9.3.4 LIST OF XEDIO CLEANEDIT KEYBOARD KEYS ASSIGNMENTS

The CleanEdit keyboard profile gives access to the following lists of parameters (tabs).

General	
Player Focus	Sets focus on player window
Player Full Screen	Zoom player window to full screen
Recorder Focus	Sets focus on recorder window
Recorder Full Screen	Zoom recorder window to full screen
Redo	Redoes last operation
Undo (a)	Undoes last operation
Undo (b)	Undoes last operation (secondary shortcut)

Browser	
Delete	Deletes selected item
Duplicate Current Edit	Creates a duplicate of selected edit
Insert	Creates a new project/edit

Player	
Auto Aspect Ratio	Automatically applies the default aspect ratio
AutoClip	Creates a quick clip with properties set in the profile
Drop In	Drops the clip, defined in the player, after the timeline IN point
Drop NowLine	Drops the clip, defined in the player, after the timeline "nowline"
Drop Out	Drops the clip, defined in the player, before the timeline OUT point
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1

Player	
Toggle Audio1 Selection (a)	Toggle selection of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Toggle Audio2 Selection (a)	Toggle selection of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Toggle Audio3 Selection (a)	Toggle selection of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4
Toggle Audio4 Selection (a)	Toggle selection of the player audio stereo 4
Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Toggle Audio5 Selection (a)	Toggle selection of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Toggle Audio6 Selection (a)	Toggle selection of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Toggle Audio7 Selection (a)	Toggle selection of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Toggle Audio8 Selection (a)	Toggle selection of the player audio stereo 8
Toggle Video (a)	Toggle the selection of the player video track
Fast Forward	Goes fast forward the media in player window (if focus is set to player)
Fast Rewind	Fast rewinds the media in player window (if focus is set to player)
Goto End	Jumps to end of the clip or media
Goto IN	Jumps to the IN point
Goto OUT	Jumps to the OUT point
Goto Start	Jumps to beginning of the clip or media

Player	
Grab Still Frame	Grabs a still of the current frame
Insert CuePoint	Inserts a cue point (needs a number to be typed + "enter" for a timeline cue point)
Mark IN (a)	Sets clip IN point to current nowline position
Mark IN (b)	Sets clip IN point to current nowline position (secondary shortcut)
Mark OUT (a)	Sets clip OUT point to current nowline position
Mark OUT (b)	Sets clip OUT point to current nowline position (secondary shortcut)
Next Frame (a)	Goes to next frame
Next Frame (b)	Goes to next frame (secondary shortcut)
Next CuePoint	Goes to next cue point in Player. Goes to next transition in timeline
Next Ganged Camera	Goes to the next ganged camera
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
Play/Stop	Starts/stops loaded media in the Player window from the current position
PlayClip	Plays the clip to OUT point once
PlayClip_loop	Plays the clip to OUT in loop mode
Play Forward	Plays forward at various speeds
Play Reverse	Plays reverse at various speeds
PlayNearLive	Near live plays a recording media
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous CuePoint	Goes to previous cue point in Player. Goes to previous transition in timeline
Previous Ganged Camera	Goes to the previous ganged camera
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software profile)

Player	
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile)
Toggle All Audio	Toggle all player audio
Rewind 25%	Rewinds at 25% speed
Rewind 33%	Rewinds at 33% speed
Rewind 50%	Rewinds at 50% speed
Rewind 100%	Rewinds at 100% speed
Rewind 150%	Rewinds at 150% speed
Rewind 200%	Rewinds at 200% speed
Rewind 400%	Rewinds at 400% speed
Forward 25%	Goes forward at 25% speed
Forward 33%	Goes forward at 33% speed
Forward 50%	Goes forward at 50% speed
Forward 100%	Goes forward at 100% speed
Forward 150%	Goes forward at 150% speed
Forward 200%	Goes forward at 200% speed
Forward 400%	Goes forward at 400% speed
Stop	Stops playing the media
Change Aspect Ratio	Changes the aspect ratio

Playout	
Goto IN	Jumps to the IN point
Next Frame	Jumps to next frame
Play/Stop	Starts/stops to play the media
Previous Frame	Jumps to previous frame
Rewind 25%	Rewinds at 25% speed
Rewind 33%	Rewinds at 33% speed
Rewind 50%	Rewinds at 50% speed

Playout	
Rewind 100%	Rewinds at 100% speed
Rewind 150%	Rewinds at 150% speed
Rewind 200%	Rewinds at 200% speed
Rewind 400%	Rewinds at 400% speed
Forward 25%	Goes forward at 25% speed
Forward 33%	Goes forward at 33% speed
Forward 50%	Goes forward at 50% speed
Forward 100%	Goes forward at 100% speed
Forward 150%	Goes forward at 150% speed
Forward 200%	Goes forward at 200% speed
Forward 400%	Goes forward at 400% speed
Stop	Stops the recorder
Toggle Stop Warning	Selects or clears the Stop Warning option in the Playout tab. This option displays a warning message when the Stop button is clicked.

Recorder	
Auto Aspect Ratio	Automatically applies the default aspect ratio
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4
Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Goto End	Jumps to the end of the edit
Goto Next Transition	Jumps to next transition (in regard to the selected tracks)

Recorder	
Goto Next Transition (b)	Jumps to next transition (in regard to the selected tracks) (secondary shortcut)
Goto Previous Transition	Jumps to previous transition (in regard to the selected tracks)
Goto Previous Transition (b)	Jumps to previous transition (in regard to the selected tracks) (secondary shortcut)
Goto Start	Jumps to the beginning of the edit
Next Frame (a)	Jumps to next frame
Next Frame (b)	Jumps to next frame (secondary shortcut)
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
Play/Stop	Starts/stops loaded edit in recorder window
Play Forward	Plays forward at various speeds
Play from Next Transition	Plays from next transition (in regard to the selected tracks) (with Preroll)
Preview Previous Transition	Previews previous transition (in regard to the selected tracks) (with Preroll)
Play Reverse	Plays reverse at various speeds
Preload	Preloads the current edit in the recorder window, as well as effect defined at this point
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software profile)
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)
Apply Roll Changes	Applies the changes made with the roller tools in the timeline
Roll left and right	Adds one frame to the right part of the left clip and removes one frame to the left part of the right clip of a transition
Cancel Roll Changes	Cancels the changes made with the roller tools

Recorder	
Roll Left	Adds one frame to the left part of the right clip of a transition, from its source file
Match Frame	Loads the current file and picture in the player window from its original media
Match XT Train	Loads, in the Player, the EVS Server record train that contains the image displayed in the Recorder.
Roll Right	Adds one frame to the right part of the left clip of a transition, from its source file
Roll Clip	Adds one frame at the beginning and remove one frame at the end of a selected clip
Forward 25%	Goes forward at 25% speed
Forward 33%	Goes forward at 33% speed
Forward 50%	Goes forward at 50% speed
Forward 100%	Goes forward at 100% speed
Forward 150%	Goes forward at 150% speed
Forward 200%	Goes forward at 200% speed
Forward 400%	Goes forward at 400% speed
Rewind 25%	Rewinds at 25% speed
Rewind 33%	Rewinds at 33% speed
Rewind 50%	Rewinds at 50% speed
Rewind 100%	Rewinds at 100% speed
Rewind 150%	Rewinds at 150% speed
Rewind 200%	Rewinds at 200% speed
Rewind 400%	Rewinds at 400% speed
Stop	Stops the recorder
Change Aspect Ratio	Changes the aspect ratio

Thumbnail View	(Devices Tab)
Next Line Clip	Jumps to the next line clip
End	Jumps to the end of clip

Thumbnail View	(Devices Tab)
Home	Jumps to
Next Clip	Jumps to next clip
Previous Clip	Jumps to previous clip
Select All Clips	Select all the clips
Previous Line Clip	Jumps to the previous line clip

Timeline	
AddTag	Adds a tag to the timeline
Call Audio Clip FX dialog	Calls audio clip effects dialog box
Call Audio Transition FX dialog	Calls audio transition effects dialog box
Blank Clear	Shifts all timeline clips, that are situated after the nowline, to left, removing common holes, in regard to the selected tracks
Move Clips + 1 frame left	Moves selected clips one frame to the left
Move Clips + X frame left	Moves selected clips x frame(s) to the left (x is defined in the software profile)
Move Clips + 1 frame right	Moves selected clips one frame to the right
Move Clips + X frame right	Moves selected clips x frame(s) to the right (x is defined in the software profile)
Copy	Copies selected clips to the clipboard
Cut	Removes selected clips
Delete (AV lift)	Removes selected clips from the timeline and do not shift the following clips to the left. This behaves like the **Delete & Clear** button.
Delete Clip(s)	Removes selected clips from the timeline. The result will depend on whether the **Delete & Clear** button or the **Delete & Shift** button is activated in the timeline.
Delete and Shift (AV extract)	Removes selected clips from the timeline and shift the following clips to the left. This behaves like the **Delete & Shift** button.
Goto IN	Sets the nowline to the timeline IN point

Timeline	
Goto OUT	Sets the nowline to the timeline OUT point
In / Out Delete	Removes the timeline content between the IN and OUT points in regard to the selected tracks
Mark IN (a)	Places IN point to the current nowline position
Mark IN (b)	Places IN point to the current nowline position (secondary shortcut)
Mark OUT (a)	Places OUT point to current nowline position
Mark OUT (b)	Places OUT point to current nowline position (secondary shortcut)
MarkSelection	Sets the timeline IN point to the beginning of the first clip and the OUT point to the end of the last selected clip.
Next Ganged Camera	Replaces the selected clip by the corresponding clip from the next ganged camera
Paste	Pastes clipboard content to the timeline, after nowline position
Previous Ganged Camera	Replaces the selected clip by the corresponding clip from the previous ganged camera
Remove IN	Clears timeline IN point
Remove In / Out	Clears timeline IN and OUT points
Remove OUT	Clears timeline OUT point
Select All Clips	Selects all timeline clips in regard to the selected tracks and to the timeline IN and OUT points
Select All Clips After Nowline	Selects all clips below and after the current nowline position in regard to the selected tracks
Select All Clips Before Nowline	Selects all clips below and before the current nowline position in regard to the selected tracks
Split	Cuts the clips below the nowline in two pieces in regard to the selected tracks
Toggle All Audio	Toggle the selection of all timeline audio tracks
Toggle Audio1 (a)	Toggle the selection of the stereo track 1
Toggle Audio2 (a)	Toggle the selection of the stereo track 2
Toggle Audio3 (a)	Toggle the selection of the stereo track 3
Toggle Audio4 (a)	Toggle the selection of the stereo track 4

Timeline	
Toggle Audio5 (a)	Toggle the selection of the stereo track 5
Toggle Blank Fill On/Off	Toggle Blank Fill mode (on/off)
Toggle Delete / Delete & Shift Mode	Toggle Delete and Delete & Shift modes
Toggle Insert/Overwrite mode	Toggle Insert and Overwrite modes
Toggle Video (a)	Toggle the selection of the video track
Call Video Clip FX dialog	Calls video clip effects dialog box
Call Video Transition FX dialog	Calls video transition effects dialog box

Voiceover	
Mark IN	Sets a marker for the start of voice over
Mark OUT	Sets a marker for the end of voice over
Play from IN of last VO	Plays from the beginning of the last voice over record (with Preroll)
Play from OUT of last VO	Plays from the end of the last voice over record (with Preroll)
Start Record	Starts the recording of voice over
Stop Record	Stops the recording of voice over

9.3.5 LIST OF XEDIO PLAYOUT ORGANIZER KEYBOARD KEYS ASSIGNMENTS

The Xedio Playout Organizer keyboard profile gives access to the following list of parameters.

General	
Cue	Cues the media
Next	Skips the playout of the media and plays the next one
Play	Plays the media
Prev	Skips the playout of the media and plays the previous one

General	
Stop	Stops the playout of media
ToggleLoop	Toggles the play mode between loop and normal
ToggleRes	Toggles resolution between lo-res and hi-res within the Playlist pane of the Playout Organizer

9.3.6 LIST OF XEDIO BROWSE AND XEDIO BROWSE (VC) KEYBOARD KEYS ASSIGNMENTS

The Xedio Browse and the Xedio Browse (VC) keyboard profiles gives access to the following lists of parameters.

Player	
FastFwd	Goes fast forward
FastRew	Fast rewinds
Goto End	Jumps to last picture
Goto IN	Goes to IN point
Goto OUT	Goes to OUT point
Goto Start	Jumps to first picture
Next	Jumps to next frame
NextX	Jumps to next x (preset) frames
Play	Plays/Stops loaded media in Player window from current position
Play RTE	Near-live plays a recording media/clip
Prev	Jumps to previous frame
PrevX	Jumps to previous x (preset) frames
Stop	Stops the player

Properties	
Del Marks	Removes IN and OUT points
Mark IN	Sets IN point of new virtual media/clip
Mark OUT	Sets OUT point of new virtual media/clip

Properties	
Save	Saves virtual media/clip in database
SB Mark	Sets new virtual media/clip IN point (the first time the key is pressed) and OUT point (the second time the key is pressed)

9.3.7 LIST OF XEDIO CUTTER KEYBOARD KEYS ASSIGNMENTS

The Xedio Cutter keyboard profile gives access to the following lists of parameters.

General	
Player Focus	Sets the focus on player
Player Full Screen	Sets the player to full screen
Recorder Focus	Sets the focus on recorder
Recorder Full Screen	Sets the recorder to full screen
Redo	Redoes the last action
Undo (a)	Undoes the last action
Undo (b)	Undoes the last action (secondary shortcut)

Player	
Auto Clip	Sets clip IN and OUT points on the fly
Toggle Audio1 (a)	Toggle the audio stereo 1 of the player
Toggle Audio1 (b)	Toggle the audio stereo 1 of the player (secondary shortcut)
Toggle Audio2 (a)	Toggle the audio stereo 2 of the player
Toggle Audio2 (b)	Toggle the audio stereo 2 of the player (secondary shortcut)
Toggle Audio3 (a)	Toggle the audio stereo 3 of the player
Toggle Audio3 (b)	Toggle the audio stereo 3 of the player (secondary shortcut)
Toggle Audio4 (a)	Toggle the audio stereo 4 of the player
Toggle Audio4 (b)	Toggle the audio stereo 4 of the player (secondary shortcut)

Player	
Toggle Video (a)	Toggle player video
Toggle Video (b)	Toggle player video
Fast Forward	Fast forward the media
Fast Rewind	Fast rewind the media
Goto End	Jumps to end of clip or media
Goto IN	Goes to clip IN point
Goto OUT	Goes to clip OUT point
Goto Start	Jumps to start of clip or media
Insert Cue Point	Inserts a cue point
Mark IN (a)	Sets clip IN point
Mark IN (b)	Sets clip IN point (secondary shortcut)
Mark OUT (a)	Sets clip OUT point
Mark OUT (b)	Sets clip OUT point (secondary shortcut)
Next Frame (a)	Jumps to next frame
Next Frame (b)	Jumps to next frame (secondary shortcut)
Next Cue Point	Goes to next cue point
Next x Frames (a)	Jumps to next x (preset) frames
Next x Frames (b)	Jumps to next x (preset) frames (secondary shortcut)
Play/Stop	Plays/Stops loaded media in Player window from current position
Play Clip	Plays the clip from IN to OUT once
Play Clip Loop	Plays the clip from IN to OUT in loop mode
Play Forward	Plays forward at various speeds
Play Reverse	Plays reverse at various speeds
Play NearLive	Plays near-live a recording media
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous Cue Point	Goes to previous cue point

Player	
Previous x Frames (a)	Jumps to previous x (preset) frames
Previous x Frames (b)	Jumps to previous x (preset) frames (secondary shortcut)
Forward 25%	Goes forward at 25% speed
Forward 33%	Goes forward at 33% speed
Forward 50%	Goes forward at 50% speed
Forward 100%	Goes forward at 100% speed
Forward 150%	Goes forward at 150% speed
Forward 200%	Goes forward at 200% speed
Forward 400%	Goes forward at 400% speed
Rewind 25%	Rewinds at 25% speed
Rewind 33%	Rewinds at 33% speed
Rewind 50%	Rewinds at 50% speed
Rewind 100%	Rewinds at 100% speed
Rewind 150%	Rewinds at 150% speed
Rewind 200%	Rewinds at 200% speed
Rewind 400%	Rewinds at 400% speed
Stop	Stops the player

Storyboard	
Delete	Deletes the selected line(s)
Move Down	Moves the selected line(s) down
Move End	Moves the selected line(s) to the end of the list
Move Top	Moves the selected line(s) to the top of the list
Move Up	Moves the selected line(s) up

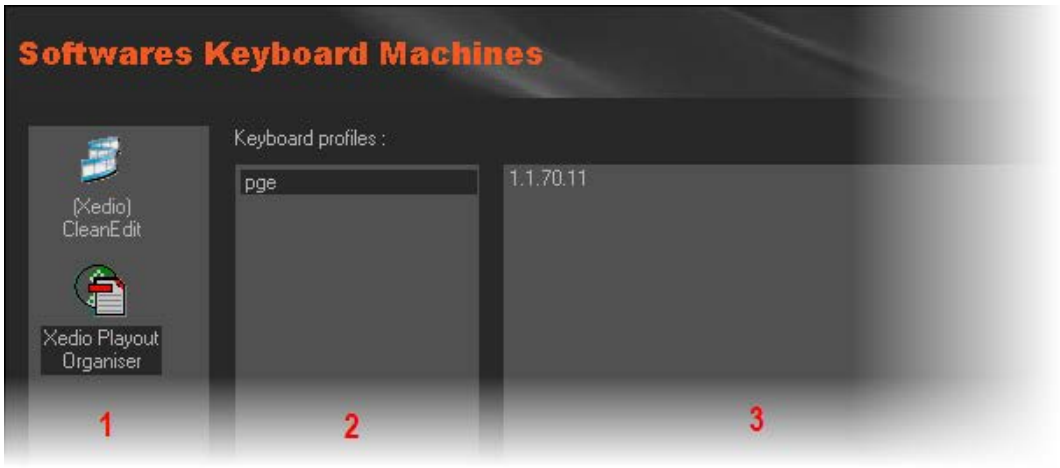
9.4 KEYBOARD MACHINES

9.4.1 INTRODUCTION

The profiles that are created for keyboard assignments can be assigned to workstations through their IP address by the Keyboard Machines tool.

When you click the **Keyboard Machines** button, the Softwares Keyboard Machines window is displayed in the Work area. It is divided into three areas:

1. Application Selection area
2. Profile Selection Area
3. List of machines



9.4.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENU

A contextual menu is available when an application is selected in the Application Selection area and a keyboard profile is selected in the Profile Selection Area and then you right-click in the Parameters area:

Menu Item	Description
Add	Allows to assign a keyboard profile to a workstation. You will have to enter the IP address of the workstation and click the **Save** button.
Delete	Allows to un-assign the keyboard profile to the selected workstation.

Note

The CleanEdit application may have to be restarted to apply the changes if it is currently running on the workstation.

9.5 VIDEO FX

9.5.1 INTRODUCTION

The Video FX tool sets the name and default parameters for the transition, clip and conversion effects.

When you click the **Video FX** button, the Video FX window is displayed in the Work area.

9.5.2 EDITING DEFAULT PARAMETERS FOR EFFECTS

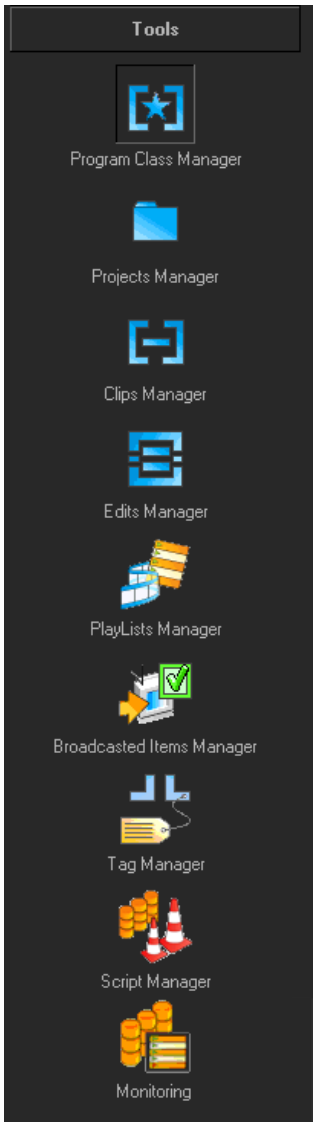
To modify the default parameters for transition, clip or conversion effects, double-click it in the list, enter/select new values in the relevant fields, and click the **OK** button.

10. Tools

10.1 INTRODUCTION

From the Tools category, you can manage projects, clips, edits, playlists and broadcasted items, and you can define classes.

Nine items are available in the Tools category. They are detailed in the table below.



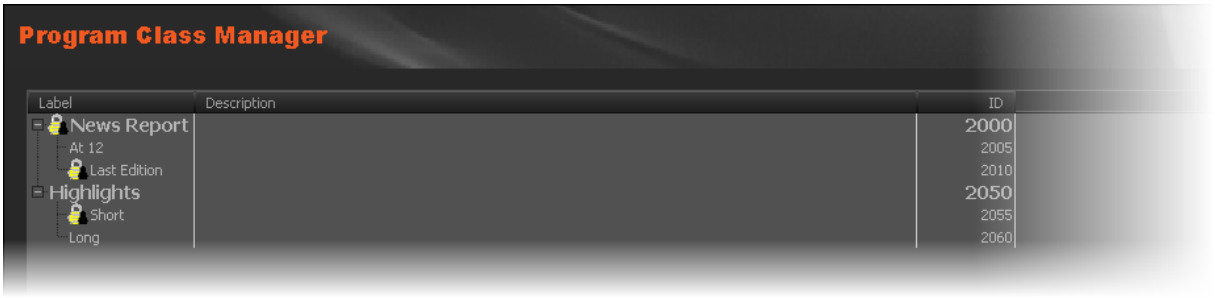
Item	Description
Program Class Manager	Allows to define classes to categorize the edits.
Projects Manager	Allows to manage the list of projects.
Clips Manager	Allows to manage the list of clips.
Edits Manager	Allows to manage the list of edits.
Playlists Manager	Allows to manage the list of playlists.
Broadcasted Items Manager	Allows to manage the list of items already broadcasted.
Tag Manager	Allows to define templates and pages for external CG integration.
Script Manager	Allows to activate scripts performing some pre-defined actions.
Monitoring	Gives an overview of the database content and the disks capacity.

10.2 PROGRAM CLASS MANAGER

10.2.1 INTRODUCTION

This tool is used to define and manage the classes structure of the database. It allows the classification of the edits and tells the system that the edit has been made for a particular production.

When you click the **Program Class Manager** button, the Program Class Manager window is displayed in the Work area.



10.2.2 POSSIBLE ACTIONS WITH CONTEXTUAL MENUS

A contextual menu is available when no class is selected and you right-click in the Program Class Manager window.

Menu Item	Description
New Root	Creates a new class of program.

A contextual menu is available when you select a class in the list and then right-click:

Menu Item	Description
New Root	Creates a new class of program.
New Child	Creates a new sub-class of program.
Rename	Allows to rename the selected class or sub-class.
Modify	Opens the Modify Class window allowing to update the label or description of the selected class or sub-class.
Delete	Deletes the selected class or sub-class.
Hidden State	Hides/Unhides the selected class or sub-class so users cannot/can use it.

10.3 PROJECTS / CLIPS / EDITS / PLAYLISTS MANAGER

10.3.1 INTRODUCTION

The Projects, Clips, Edits and Playlists Manager tools are designed to show an overview of the database content. They make it possible to edit properties and remove undesired items from the database. Edits may also be recovered after deletion by a user.

When you click the Projects Manager, Clips Manager, Edits Manager or Playlists Manager button, the corresponding Manager window is displayed in the Work area.

Each of these manager tools has a similar interface with 2 areas.

The upper part of the Work area shows a list of icons. These buttons give access to the different filters to be applied to the media list.

The element grid displays the content present in the database, or it returns the result of a search applied to the list.. Items are displayed in columns.

10.3.2 ELEMENT GRID

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

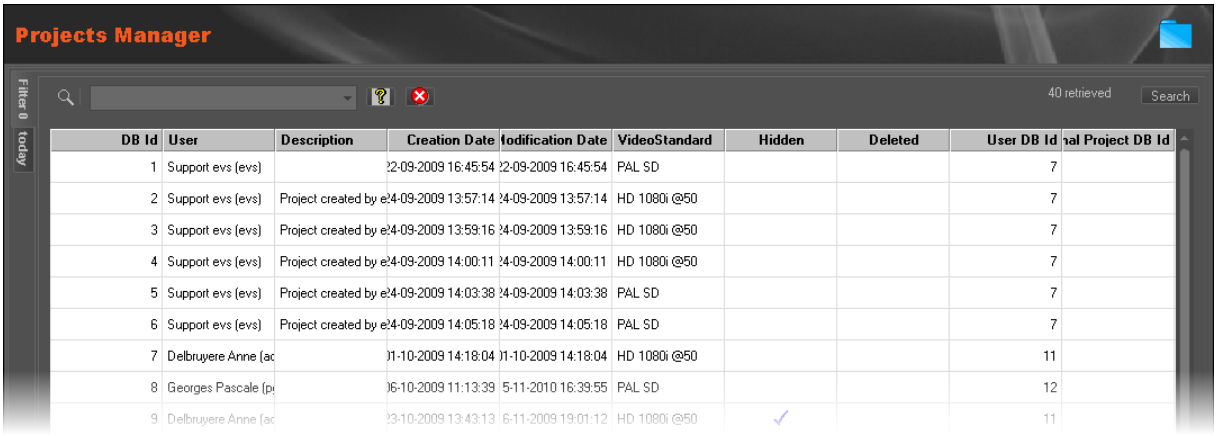
Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element grid.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

ELEMENT GRID CONTEXTUAL MENU

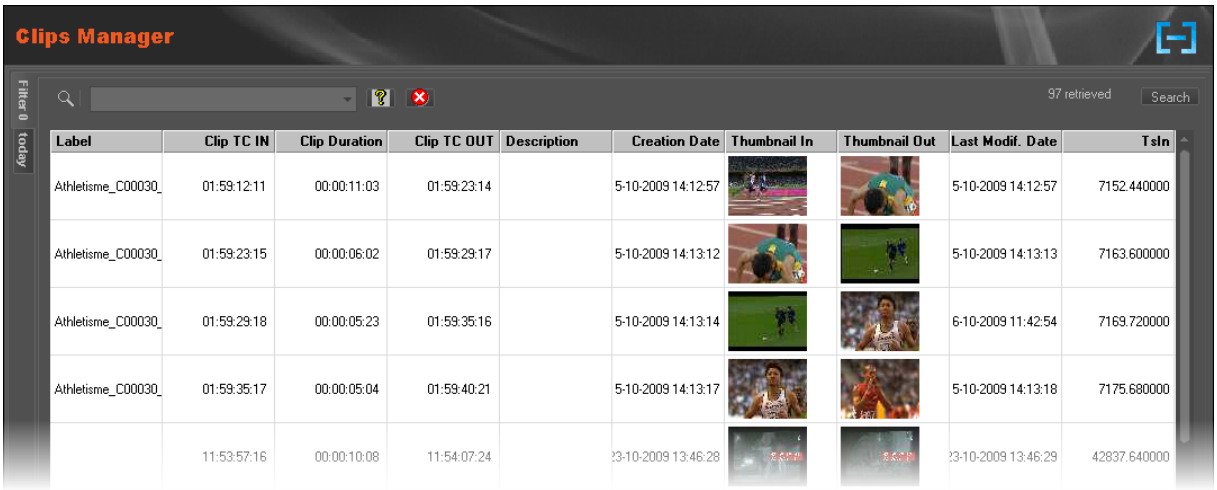
A contextual menu is available when you right-click on an item in the list. The options may differ according to the tab selected.

Projects Manager


Projects Manager
40 retrieved
Search
Filter 0
today
DB Id
User
Description
Creation Date
Modification Date
VideoStandard
Hidden
Deleted
User DB Id
Project DB Id
1 Support evs (evs) 22-09-2009 16:45:54 22-09-2009 16:45:54 PAL SD 7
2 Support evs (evs) Project created by e 24-09-2009 13:57:14 24-09-2009 13:57:14 HD 1080i @50 7
3 Support evs (evs) Project created by e 24-09-2009 13:59:16 24-09-2009 13:59:16 HD 1080i @50 7
4 Support evs (evs) Project created by e 24-09-2009 14:00:11 24-09-2009 14:00:11 HD 1080i @50 7
5 Support evs (evs) Project created by e 24-09-2009 14:03:38 24-09-2009 14:03:38 PAL SD 7
6 Support evs (evs) Project created by e 24-09-2009 14:05:18 24-09-2009 14:05:18 PAL SD 7
7 Delbruyere Anne (ac 01-10-2009 14:18:04 01-10-2009 14:18:04 HD 1080i @50 11
8 Georges Pascale (p 06-10-2009 11:13:39 5-11-2010 16:39:55 PAL SD 12
9 Delbruyere Anne (ac 23-10-2009 13:43:13 6-11-2009 19:01:12 HD 1080i @50 11

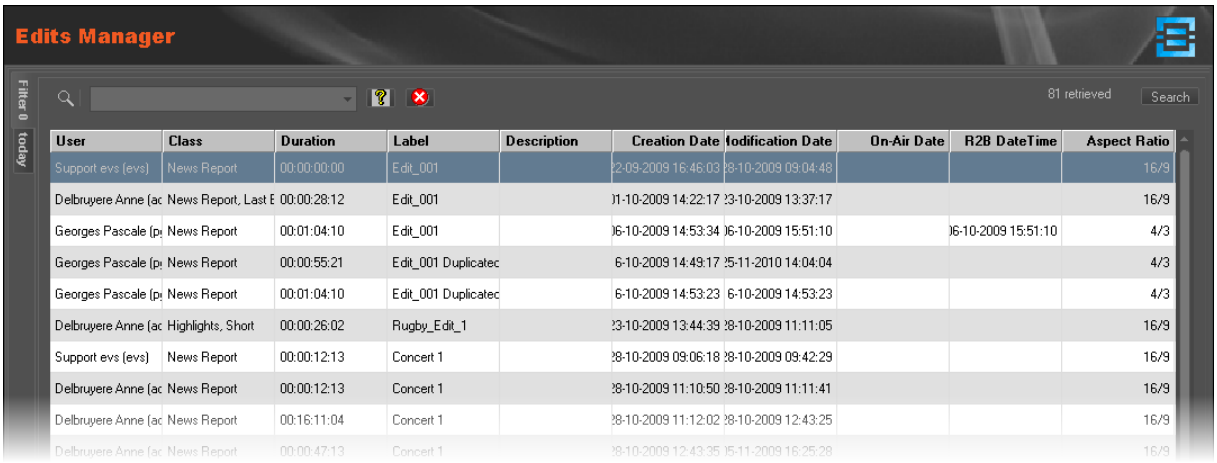
Project Menu Item	Description
Hidden State	Allows to change the “hide” status.
Deleted State	Allows to change the “delete” status.
Delete Projects	Allows the deletion of the selected projects. This will automatically delete the edits and clips contained in the project.
Properties	Displays the Project Properties window and allows to change the project properties.
Used by…	Opens a window to show where the project is used.

Clips Manager



Clip Menu Item	Description
Properties	Displays the Clip Properties window and allows to change the clip properties.
Delete Clip(s) & Purge	See section 10.3.4 ‘Delete & Purge’ on page 126.
Force Delete	Deletes a clip with all the references of its use in the database. If it is used in an edit, this will cause “holes” in the edit. This option must be used very cautiously.
Create Missing Thumbnails	Creates thumbnails IN and OUT. Thumbnails are displayed provided that the Thumb IN and Thumb OUT columns are made visible.
Used by...	Opens a window to show in which projects and edits the selected clip is used in.

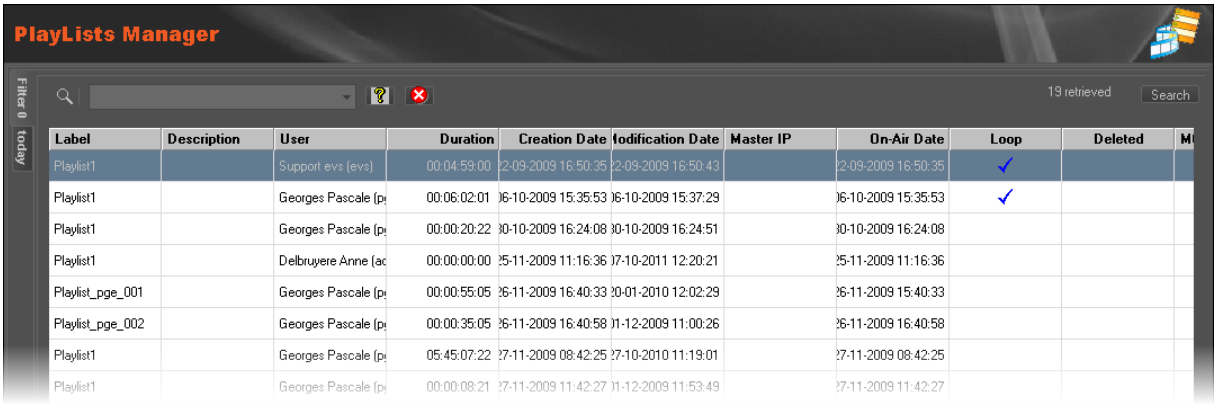
Edits Manager


Edits Manager
Filter 0 today
81 retrieved
Search
User
Class
Duration
Label
Description
Creation Date
Modification Date
On-Air Date
R2B DateTime
Aspect Ratio
Support evs (evs) News Report 00:00:00:00 Edit_001 22-09-2009 16:46:03 28-10-2009 09:04:48 16/9
Delbruyere Anne (ac News Report, Last E 00:00:28:12 Edit_001 01-10-2009 14:22:17 23-10-2009 13:37:17 16/9
Georges Pascale (p News Report 00:01:04:10 Edit_001 06-10-2009 14:53:34 06-10-2009 15:51:10 06-10-2009 15:51:10 4/3
Georges Pascale (p News Report 00:00:55:21 Edit_001 Duplicatec 6-10-2009 14:49:17 25-11-2010 14:04:04 4/3
Georges Pascale (p News Report 00:01:04:10 Edit_001 Duplicatec 6-10-2009 14:53:23 6-10-2009 14:53:23 4/3
Delbruyere Anne (ac Highlights, Short 00:00:26:02 Rugby_Edit_1 23-10-2009 13:44:39 28-10-2009 11:11:05 16/9
Support evs (evs) News Report 00:00:12:13 Concert 1 28-10-2009 09:06:18 28-10-2009 09:42:29 16/9
Delbruyere Anne (ac News Report 00:00:12:13 Concert 1 28-10-2009 11:10:50 28-10-2009 11:11:41 16/9
Delbruyere Anne (ac News Report 00:16:11:04 Concert 1 28-10-2009 11:12:02 28-10-2009 12:43:25 16/9

Edit Menu Item	Description
Deleted State	Allows to change the “delete” status.
Delete Edit(s) & Purge	See section 10.3.4 ‘Delete & Purge’ on page 126.
Force Delete	Deletes an edit with all the references of its use in the database, as well as the media contained in the edit. This option must be used very cautiously.
Export Edit(s)	Allows the edit to be exported • into a folder or • into another CleanEdit database. You will then have to

Edit Menu Item	Description
	mention the Database Source Name.
Import Edit(s)	Allows to import an edit: in the Import window, right-click the **Folder(s)** field and select **Add Folder(s)**.
Play	Opens a player window in which the selected edit can be viewed in low or high bitrate.
Show Used File(s)	Shows the list of files used by the edit.
Convert Ratio	Allows to change the video ratio.
Properties	Displays the Edit Properties window and allows to change the edit properties. If a default metadata profile has been defined for edits, a metadata tab is displayed and allows to modify the edit metadata values.
Duplicate Edit	Creates an edit with the same properties. The term 'duplicated' is added next to the new edit.
Generate PLST File	Generates a text file which represents the edit and which can be dropped on the playout.
Used By…	Opens a window to show in which projects and playlists the selected edit is used in.

Playlists Manager



Playlists Menu Item	Description
Deleted State	Allows to change the "delete" status.
Delete Playlist(s)	Allows the selected playlist(s) to be deleted.
Show Used Files	Shows the list of files used in the playlist.
Properties	Displays the Playlist Properties window and allows to change the playlist properties.

10.3.3 SEARCHING THE DATABASE

The Xedio Suite offers several ways to filter the database. They are described in section 6.6.3 ‘Searching the Database’ on page 47.

Filters you have defined can be saved to be applied later on in one click. Saved Filters options are described in that section as well.

10.3.4 DELETE & PURGE

The **Delete Edit(s) & Purge** and **Delete Clip(s) & Purge** functions allow the user to remove unused edits and clips from the media server while deleting them from the database.

There are several options available when using this function:

4. Delete Edit/Clip database references: removes entries from the database only.
5. Delete Edit/Clip database references AND media database references: removes entries from the database only.
6. Delete Edit/Clip database references, media database references AND linked media files from online/nearline storage: removes entries from the database and from the media server.

The media will be removed only if they are not used in other edits or in other playlists (either the media itself or through attached virtual media or virtual clips).

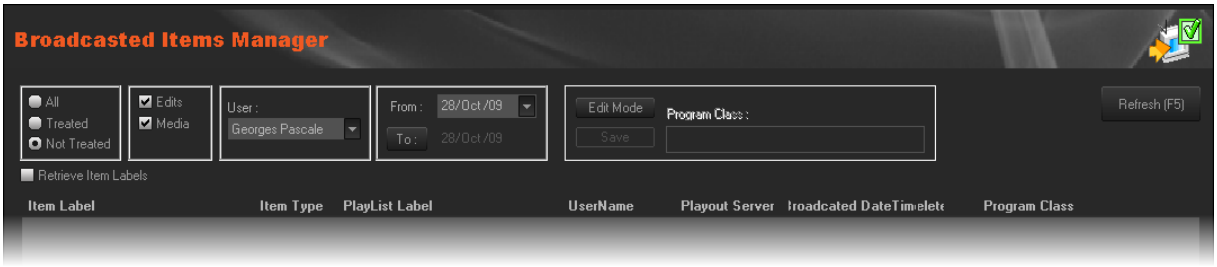
Additionally, all associated material such as virtual media and virtual clips that are used in the edit(s) or playlist(s) selected for deletion will be removed from the database.

For more powerful media delete and purge options, see sections 12 ‘Media File Cleaner’ on page 134.

10.4 BROADCASTED ITEMS MANAGER

The Broadcasted Items Manager gives the list of all items played out from Playout Organizer software. The tool is designed to have an overview of the database content and remove items that are no longer required because they have been flagged as broadcasted.

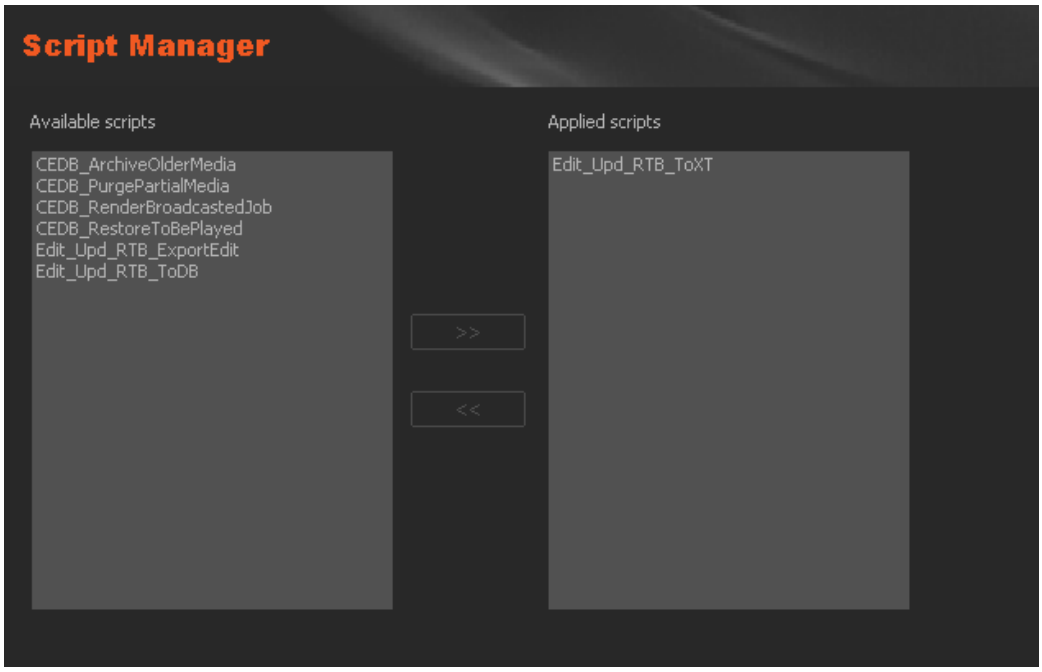
When you click the **Broadcasted Items Manager** button, the Broadcasted Items Manager window is displayed in the Work area.



10.5 SCRIPT MANAGER

A series of scripts is available from Xedio Manager and can be activated from the Script Manager.

When you click the **Script Manager** button, the Script Manager window is displayed in the Work area.



The table below gives a description of the scripts you could find in the list:

Script	Description
CEDB_ArchiveOlderMedia	Archives once a day all media older than x hours
CEDB_PurgePartialMedia	Purges partial media that have been created for more than 24 hours and that are not scheduled in the next 24 hours.
CEDB_RenderBroadcastedJob	Allows the execution of a script for export and rendering of each edit broadcasted since more than 24 hours.
CEDB_RestoreToBePlayed	Inserts a restore task in EvsTaskEngine do-list for each edit to be played in the next Z hours.
Edit_Upd_RTB_ExportEdit	Exports an edit to a playlist file and reference it in an xml file.
Edit_Upd_RTB_ToDB	Renders and publishes to DB when an edit's R2B_DateTime is updated.
Edit_Upd_RTB_ToXT	Renders and publishes to EVS video server when an edit's R2B_DateTime is updated.

To enable a script, select it in the Available scripts list and click the >> button to move it in the Applied scripts list.

10.6 MONITORING

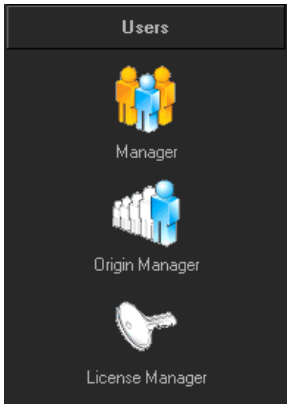
When you click the **Monitoring** button, the Monitoring window is displayed in the Work area. It gives an overview of the database content and the disks capacity.

11. Users

11.1 INTRODUCTION

The users authorized to access the Xedio Suite are defined in Xedio Manager, under the Users category.

Three items are available in the Users category. They are detailed in the table below.



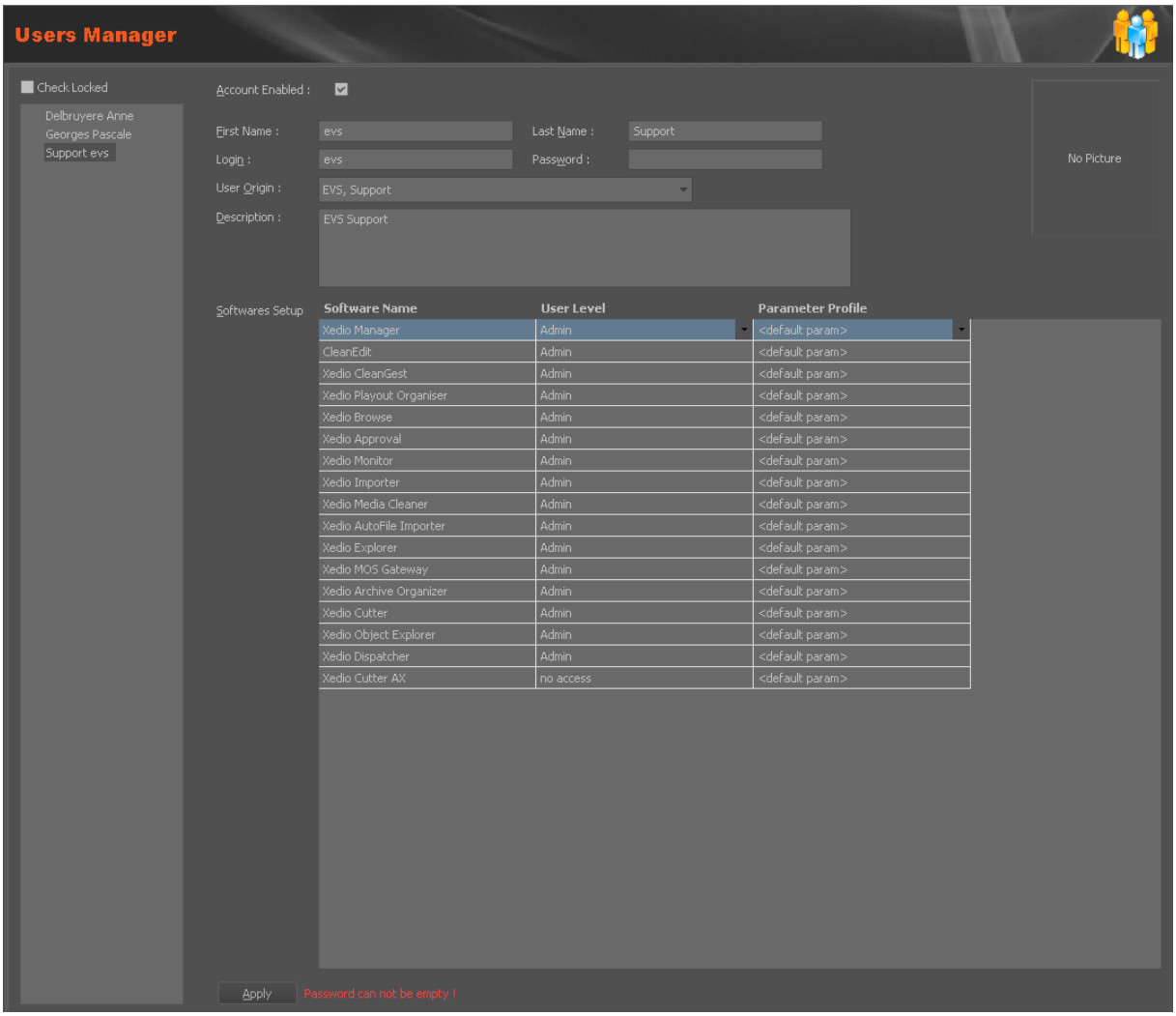
Item	Description
Manager	Manages the users and access rights.
Origin Manager	Manages the user groups.
License Manager	Allows software connection to database.

11.2 USER MANAGER

11.2.1 INTRODUCTION

Login and access rights have to be defined and stored into the database before being able to use any of the Xedio Suite software.

When you click the **Users > Manager** button, the Users Manager window is displayed in the Work area.



11.2.2 CREATING A USER

To create user, complete the following fields and then click on the Apply button.

The user name is added to the list on the left side of the window.

Field	Description
Check Locked	Enables to check active users, i.e. users associated to existing media, projects, edits, clips or playlists.
Account Enabled	Allows to enable or disable the selected account.
First Name	First Name of the new user.
Last Name	Last Name of the new user.
Login	Login, or user ID, of the new user.
Password	Password attributed to the new user account.
User Origin	See section 11.3 ‘Origin Manager’ on page 132.
Description	Optional text to describe the user.
User Level	Level of user rights defined for each application of the Xedio Suite. Only three levels exist: No Access, User and Admin. The Admin level gives access to the Xedio Manager.
Parameter Profile	The parameters profiles can be set for each application in the Software > Parameters Profiles category of Xedio Manager. When no parameter profile has been defined for an application, the default profile is used.

11.2.3 POSSIBLE ACTIONS WITH CONTEXTUAL MENU

A contextual menu is available when you select a user in the list and then right-click:

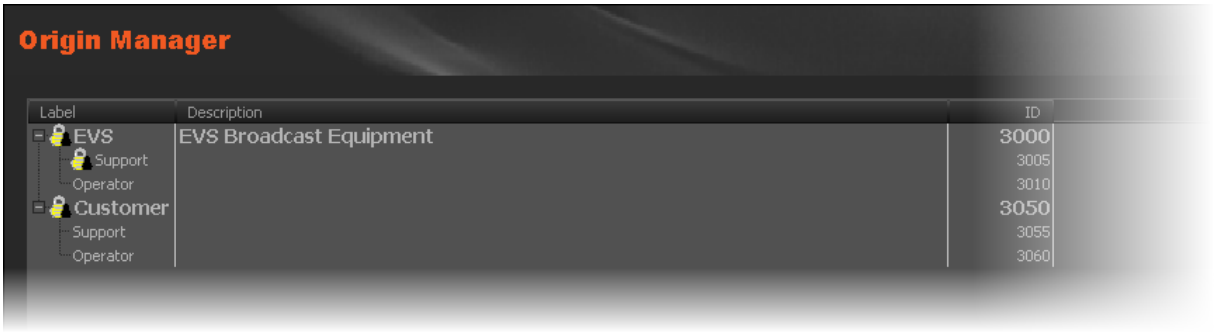
Menu Item	Description
Delete	Delete the user from the database.

11.3 ORIGIN MANAGER

11.3.1 INTRODUCTION

This tool is used to define and manage the user origin, which provides a structure for each user within the Xedio architecture. When a user account is created a user origin value is entered for the user.

When you click the **Origin Manager** button, the Origin Manager window is displayed in the Work area.



11.3.2 CONTEXTUAL MENUS

A contextual menu is available when no label is selected in the list and then you right-click:

Menu Item	Description
New Root	Creates a new origin.

A contextual menu is available when you select a label in the list and then right-click:

Menu Item	Description
New Root	Creates a new origin.
New Child	Creates a new sub-origin.
Rename	Allows to rename the selected origin or sub-origin.
Modify	Opens the Modify Class window allowing to update the label or description of the selected origin or sub-origin.
Delete	Deletes the selected origin or sub-origin.
Hidden State	Hides/Unhides the selected origin or sub-origin so users cannot/can use it.

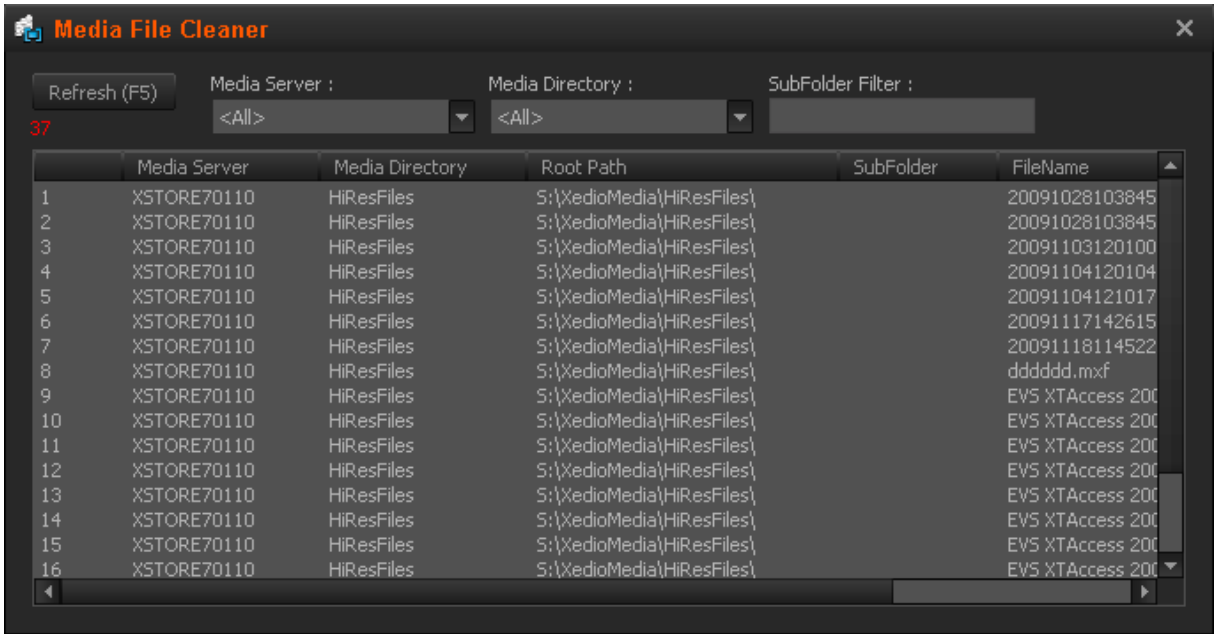
11.4 LICENSE MANAGER

The License Manager IP address is read by each workstation software when an application starts. The applications connect to this address and ask for a new available connection (license). If allowed, the application will launch, otherwise, an error message will be displayed and the application will not open.

12. Media File Cleaner

The Media File Cleaner is a tool that allows the user to retrieve and list the orphan files. These are files that are stored on the media server but that are not referenced in the Xedio database. These files can be viewed and deleted.

The Media File Cleaner is available from the Tools menu in Xedio Manager providing that no tool is selected in the Outlook area.

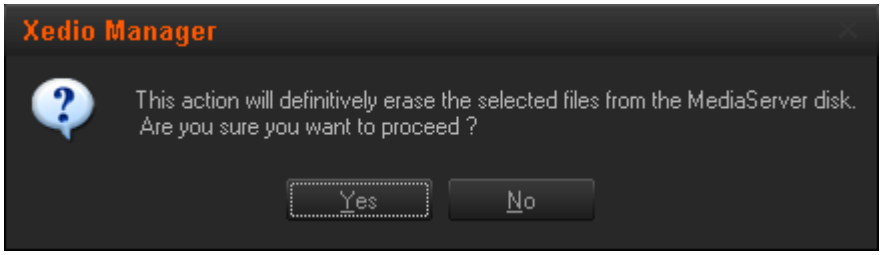

Media File Cleaner
Refresh (F5)
37
Media Server :
<All>
Media Directory :
<All>
SubFolder Filter :
Media Server
Media Directory
Root Path
SubFolder
FileName
1 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091028103845
2 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091028103845
3 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091103120100
4 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091104120104
5 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091104121017
6 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091117142615
7 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ 20091118114522
8 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ dddddd.mxf
9 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
10 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
11 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
12 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
13 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
14 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
15 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200
16 XSTORE70110 HiResFiles S:\XedioMedia\HiResFiles\ EVS XTAccess 200

A filtering can be applied before starting a search for orphan files. This filtering allows the user to perform the search on all the media servers or only on one of them and in all the folders or in only one of them.

Once the filter is configured, the search is started using the **Refresh** button or the **F5** keyboard shortcut.

A right-click on an orphan media opens a contextual menu that allows to **Play** the media or to **Delete** it.

Deleting a media file means removing it definitively from the server. This operation cannot be undone. To prevent accidental deletion, the following confirmation message is displayed before the operation is completed:


Xedio Manager
This action will definitively erase the selected files from the MediaServer disk.
Are you sure you want to proceed ?
Yes
No

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